

**PRIMA'S OFFICIAL STRATEGY GUIDE**

# SPYRO

TM

ENTER THE DRAGONFLY

**EXCLUSIVE  
SECRET  
GEM FINDER**

This game has received the  
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PRIMA'S OFFICIAL STRATEGY GUIDE

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# CHAPTER 1

## INTRODUCTION



*Spyro: Enter the Dragonfly* is packed with useful information, gameplay tips, and an in-depth walkthrough for the entire game. So what are you waiting for? Let's go catch some Dragonflies!

### The Story



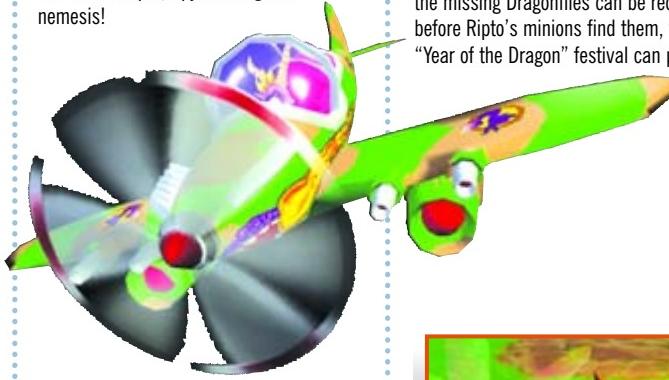
Dragonflies are the source of every Dragon's power, so they are vital to the continued existence of these great and powerful creatures. Our hero's story begins at the conclusion of the "Year of the Dragon" festival, an important coming-of-age event for young Dragons. During this festival, adolescent Dragons are given their Dragonfly companions, who will help them as they develop into fully grown Dragons.



During the joyous and peaceful festival, things suddenly go wrong. With a flash of lightning and a clap of thunder, a magical portal appears. Out of the portal steps the evil wizard Ripto, Spyro's longtime nemesis!



However, Ripto's spell didn't exactly work as he had planned. Instead of stealing all the Dragonflies, he mistakenly scattered them all over the land. This brings the Dragons a small glimmer of hope; if all of the missing Dragonflies can be recovered before Ripto's minions find them, then the "Year of the Dragon" festival can proceed!



Ripto unveils his nefarious plot: to render the Dragons helpless by stealing all of their Dragonflies! Before Spyro has a chance to act, Ripto works his vile magic, causing all the Dragonflies present at the festival to disappear. Ripto then hops back into his portal, escaping any possible repercussions for his evil deed.

### Overall Objective



The game's main objective is to play through each of the nine levels, searching for and collecting the 90 missing Dragonflies. There are 10 Dragonflies hidden in each level, all of which Spyro must catch. To do this, Spyro uses a unique ability: his magical Bubble Breath!



Our hero's course is now clear. With the aid of his companion, Sparx the Dragonfly, Spyro must travel to far distant lands and search for the 90 wayward Dragonflies. He's the Dragons' only hope!



However, there are specific numbers of Gems to gather from each level, too. Roughly 800 Gems are scattered within each level; the exact number varies from level to level. Collect all the Gems from each level as you play through them to complete the game.



Each level also has its own unique objectives. For example, some levels require you to defeat a certain number of enemies. Each level commonly contains several side-quests and minigames. When you complete these different objectives, you're rewarded with a Dragonfly. You must solve many different problems and puzzles to locate all 90 missing Dragonflies.



## Flow of the Game

Spyro begins his quest in his homeland, the Dragon Realms. The Dragon Realms is the "hub level" of the game; it's a small area from which you travel to each level in the game. Several different creatures in the Dragon Realms will take you to their distant, troubled homelands if you've collected enough Dragonflies. These creatures' distant lands are the levels of the game.



After you complete a level, you must return to the Dragon Realms. Do this by walking through the unique-looking Dragon Realms Portal, which is usually found near the end of a level. Alternatively, you can also pause the game and choose Exit Level from the Pause menu. Either option sends you back to the Dragon Realms and saves your game in the process.



After you catch enough Dragonflies to gain access to a certain level, you can return to that level again at any time in the future. This allows you to return to a level if you missed a Dragonfly or two, or if you just want to go back and play one of your favorite minigames again. If you don't have enough Dragonflies to reach a new level, return to the ones that you've already played through and capture every Dragonfly.



Back at the Dragon Realms, you may travel to the next level of the game, but only if you collected enough Dragonflies to do so. Each character you meet in the Dragon Realms requires you to capture a certain number of Dragonflies before they take you to their homeland. Collect all of the Dragonflies from the earlier levels so that you may access the rest of them later on.

So, in summary, enter a level from the Dragon Realms. Complete each objective, collect every Gem, and capture every Dragonfly that you find in the level, then return to the Dragon Realms afterward. Use the Dragonflies that you collected from the previous level to access the next. This is the basic flow of the game.





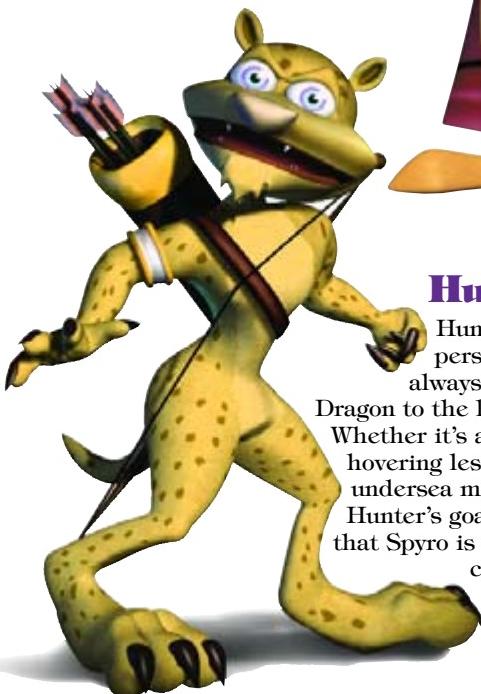
## CHAPTER 2

## SPYRO'S PALS

**S**pyro has many friends who help him as he searches for the missing Dragonflies. Listen to their words of wisdom as you play through the game. With their support, you've got a good chance of beating Ripto at his own game!

**Bianca**

Bianca is a powerful sorceress who uses her magic to help Spyro in the early stages of the game. Her kindness is equaled only by her wisdom, both of which she uses to help Spyro in his battle against the Riptocs. With the aid of Bianca's powerful magic, Spyro is able to catch the wayward Dragonflies by using his Bubble Breath ability.

**Hunter**

Hunter is Spyro's personal trainer, so he's always pushing the little Dragon to the limit of his potential. Whether it's a gliding and hovering lesson or a competitive undersea manta-capturing race, Hunter's goal is to make sure that Spyro is in top physical condition.

**Moneybags**

Moneybags is a large bear who loves the sound of Gems clinking together inside his fat purse. He helps Spyro by creating passages to otherwise inaccessible areas in a level—just don't expect it to be a free ride.

**Sparx**

Spyro wouldn't be half the Dragon that he is today if it weren't for Sparx, his longtime Dragonfly



companion and confidant. Although Sparx is small in stature, Spyro wouldn't be able to take even one hit from a Riptoc if Sparx weren't there to soften the blow. Sparx also helps Spyro by collecting nearby Gems and offering wise words of advice.

**Zoe**

Fairies are a generally good-natured folk, but Zoe is the kindest of them all. She uses her ageless wisdom and foresight to help Spyro whenever she can. Zoe appears at certain locations throughout Spyro's quest and saves his progress with a gentle zap of her fairy magic.



## CHAPTER 3

## RIPTO'S MINIONS



**R**ipto was planning on stealing all of the Dragonflies and using their magic for his own purposes, but his spell accidentally scattered them all across the lands instead. Now Ripto is really mad; he wants those Dragonflies! To make up for his mistake, Ripto sends out waves of his Riptoc minions to seek out all the Dragonflies before Spyro has a chance to return them to the Dragon Realms.

**Dragonfly Dojo  
Enemies****NINJA RIPTOC**

Ninja Riptocs are the first enemies that you encounter in the game. They're small gray Riptocs that use a variety of marital arts moves to attack you. You can defeat a ninja Riptoc with any form of attack.

**POLE-WIELDING  
RIPTOC**

The pole-wielding Riptocs are the tall, orange-skinned enemies that appear in the Dragonfly Dojo. They attack with a long pole weapon, which they spin over their heads and then sweep out in front of themselves. The pole-wielding Riptocs are too tough to be hurt by your charge attack, so use Flame Breath against them.

**Crop Circle  
Country Enemies****LARGE SPACE  
RIPTOC**

The large Space Riptocs warp in to attack you from outer space at various points in the Crop Circle Country level. They use a powerful laser that emits a steady beam, which they sweep out in front of themselves. The large Space Riptocs are too tough to be hurt by your charge attack, so use your Flame or Electric Breath against them. Try jumping over their laser beam as you attack.

**BLUE SPACE  
RIPTOC**

The blue-skinned Space Riptocs look similar to their large Space Riptoc cousins, but they're skinnier and have bright blue skin. They attack you with a laser gun that fires single shots over long distances. You can defeat a blue Space Riptoc by using any form of attack.

**SPACE COW**

Space Cows also beam in from outer space to attack you during the Crop Circle Country level. Space Cows are similar in every way to the blue-skinned Space Riptocs, except that they're cows. They use the same type of weapon and can be defeated with any form of attack.

**Luau Island  
Enemies****TIKI RIPTOC**

It's not hard to spot a Tiki Riptoc; they're the enemies who wear those enormous tiki masks and chase after you with a hot-dog poker! Tiki Riptocs can attack only from close range and are vulnerable to any form of attack. Don't let them chase you down!

**LARGE GREEN  
RIPTOC**

The large green Riptocs are found at various points around the Luau Island level. They're usually guarding something important, such as a switch or tunnel entrance, and never move from their post. Large green Riptocs sniff you out as you approach them, then try to snap at you with their large jaws. These enemies are too tough to be hurt by your charge attack, so use your Flame or Electric Breath to defeat them.

**SCUBA RIPTOC**

Scuba Riptocs are found only in the underwater areas of the Luau Island level. They carry large spearguns and fire at you from long range. Scuba Riptocs can be defeated only by an underwater charge attack.

## Cloud 9 Enemies

### PILLOW-WIELDING RIPTOC



The pillow-wielding Riptocs may not sound very intimidating, but just wait until you see the size of their pillows! These enemies are quite large and will chase after you, trying to flatten you with their oversized head-resters. Pillow-wielding Riptocs are too tough to be hurt by your charge attack, so use your Flame or Electric Breath against them.

### CROSSBOW- WIELDING RIPTOC



Believe it or not, the crossbow-wielding Riptocs are actually females, and they're easily spotted due to their bright blue skin. Crossbow-wielding Riptocs don't chase after you; instead, they fire bolts at you from long range. Fortunately, you can block their bolts with your Wing Shield ability! Crossbow-wielding Riptocs are vulnerable to any form of attack.

### STORM CLOUD



Storm Clouds begin to appear in the later stages of the Cloud 9 level. They're sometimes hard to spot because they float in the air. Storm Clouds attack with powerful lightning bolts and are vulnerable to any form of attack.



### Honey Marsh Enemies

### BANJO-WIELDING RIPTOC



The banjo-wielding Riptocs are the first enemies that you encounter in the Honey Marsh level. They use large stringed instruments to pound you into the ground, but they don't chase after you. Because they have no long-range attack, don't move, and are vulnerable to all forms of your attacks, the banjo-wielding Riptocs are easily defeated.

### GUN-WIELDING RIPTOC

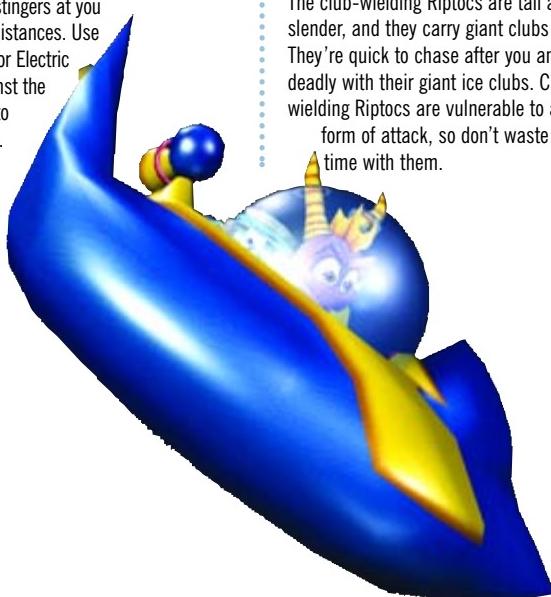


The gun-wielding Riptocs are quite large and carry big laser cannons. They fire a thin steady laser beam at you from long range. These lasers cannot be blocked by your Wing Shield ability, which makes the gun-wielding Riptocs tough opponents. They're too strong to be hurt by your charge attack, so use your Flame or Electric Breath against them.

### GIANT BEE

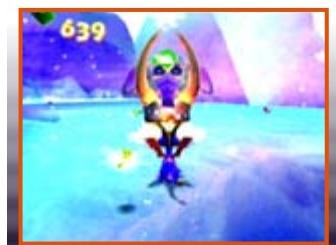


Giant Bees are found all over the place in the Honey Marsh level. They're working for the Riptocs, so they'll attack you if you get too close. Giant Bees hover in place and shoot their stingers at you from short distances. Use your Flame or Electric Breath against the Giant Bees to defeat them.



### Monkey Monastery Enemies

### MAMMOTH



Mammoths are the first type of enemy that you encounter in the Monkey Monastery level. They charge at you and attack with their long sharp tusks. Mammoths are too large to be hurt by charging attacks and are unaffected by Electric Breath, so use your Flame Breath against them.

### CLUB-WIELDING RIPTOC



The club-wielding Riptocs are tall and slender, and they carry giant clubs of ice. They're quick to chase after you and are deadly with their giant ice clubs. Club-wielding Riptocs are vulnerable to any form of attack, so don't waste any time with them.



## **SNOWBALL-WIELDING RIPTOC**



Snowball-wielding Riptocs look very similar to their club-wielding relatives, but they don't chase after you. They remain at their posts and use their incredible strength to hurl large balls of ice and snow toward you at high speeds. Fortunately, these projectiles can be blocked with your Wing Shield ability. Snowball-wielding Riptocs also carry large shields, which they use to defend against all of your breath attacks. Because of this, your charge attack is the only way to defeat these enemies.

## **JURASSIC JUNGLE ENEMIES**

### **JURASSIC JUNGLE ENEMIES**

#### **ROCK-WIELDING RIPTOC**



Rock-wielding Riptocs are large green creatures that hurl massive boulders at you from long distances. They don't chase after you and are vulnerable to any form of attack, which makes the rock-wielding Riptocs fairly easy targets. One of your goals in the Jurassic Jungle level is to defeat all of the 11 rock-wielding Riptocs, so attack every one that you see.

#### **T-REX 1000**



T-Rex 1000s are prototypes that Dr. Whiskers and his colleagues were working on at their labs in the Jurassic Jungle level. These enemies are wrecking machines that happen to resemble the T-Rex dinosaur. T-Rex 1000s lock on to your position and fire a deadly eye-beam laser at you from long range. The only flaw in their design is the fact that they're made completely out of metal, which makes them highly vulnerable to your Electric Breath.

#### **R-1000**



The R-1000s are even more advanced versions of the T-Rex 1000. They're made of liquid metal, which is insulated from your Electric Breath. R-1000s fire long-range energy blasts from their mouths. While they're in a liquid state, R-1000s cannot be destroyed. To defeat R-1000s, you must freeze them first with your Ice Breath, then charge into them.

## **THIEVES DEN ENEMIES**

### **RIPTOC WIZARD**

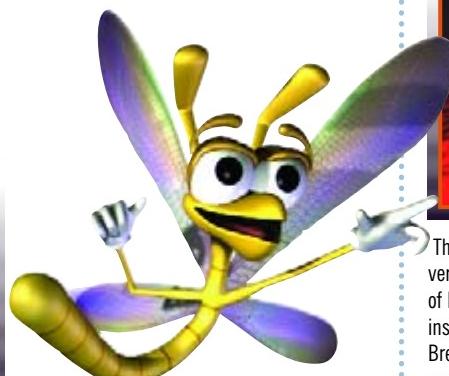


The Thieves Den is filled with Riptoc Wizards who use their vile magic to transform the thieves' treasure into monsters. Riptoc Wizards are quite large and are invulnerable to all of your attacks. They remain at their posts and attack by casting magic spells at you from long range. The only way to defeat a Riptoc Wizard is to reflect their magic spells back at them with your Wing Shield ability.

## **Ripto**



Ripto is a powerful, evil wizard who uses his vile magic to stir up trouble for the Dragons. He is Spyro's longtime nemesis, and his relentless greed and lust for power is matched only by his hatred of the little purple Dragon. Spyro must fight one-on-one against Ripto at the end of his quest, and it won't be easy. Please see the "Final Boss: Showdown with Ripto" chapter to find out how to defeat Ripto in this epic battle.





# CHAPTER 4

## THE BASICS



This chapter tells you everything you need to know about playing *Spyro: Enter the Dragonfly*. These next few pages are packed with valuable information on the game's options, details on all of Spyro's moves and abilities, and useful item descriptions. Read on and learn more!



PlayStation 2 buttons are called out in the text, followed by GameCube buttons in parentheses. Check out the handy chart on the following page for button codes for both platforms.

### Game Options



You can easily change several game options from the in-game Pause menu. Bring up the Pause menu, then select the option that you wish to change. Following are detailed descriptions of each game option.

#### CONTINUE

Select the Continue option to exit the Pause menu and resume gameplay.



#### ATLAS



Select the Atlas option to view the Atlas, an incredibly useful tool that tracks your progress through the game. It records every Dragonfly and Gem that you collect, determines how much of the game you've completed, lists the special abilities you possess, and allows you to warp to any level that you've already visited. Check the Atlas often to view your progress.

#### OPTIONS



Select Options from the Pause menu to view even more game options. From this menu, you can save your game, alter general game options, and change the sound setup.

#### Save Game

Select the Save Game option to save your progress through the game. You can do this at any time, so save often!

#### General



Select the General option to alter in-game options. These options include the camera mode, vibration feature, screen positioning, and hints.

#### Camera

This option allows you to switch between the Passive and Active camera settings. In Passive mode, you have complete control over the camera. In Active mode, the computer automatically swings the camera around Spyro for you. You can use the left Analog Stick to move the camera around Spyro and get a better view of your surroundings.

#### Vibration

You can choose to play with the controller Vibration feature on or off. With Vibration turned on, the controller rumbles whenever an appropriate action occurs (such as being hit by an enemy). Turn the Vibration option off if you'd rather play without it.

#### Horizontal, Vertical, and Widescreen

The next three items in the General options menu allow you to adjust the size of the TV screen. If a portion of your screen is being cut off, use the Horizontal and/or Vertical options to move the screen until you get the desired display. The Widescreen option allows you to set up the display so that it appears correctly on 16 X 9 wide screen televisions.

#### Hints

You can also choose to play with the in-game Hints on or off. It's highly recommended that you leave the Hints on, especially during your first play through the game, because they provide valuable information about many items and objects in the game. However, if you already know what you're doing, you can turn off the Hints to speed up gameplay.



#### Sound Options



Select Sound Volume in the Options menu to alter the sound setup. You can turn the Voices (character dialogue) on or off, set the level of the Sound Effects and Music Volume, and change your Speakers to stereo or mono.



## HELP



Select the Help option in the Pause menu to view a list of in-game button commands. This is a great quick-reference moves list that allows you to quickly and easily find out how to make Spyro perform a certain movement or action.

## EXIT LEVEL

When you're finished with a level, you may select the Exit Level option from the in-game Pause menu at any time to return to the Dragon Realms. This is a quick and painless way to return to the Dragon Realms without having to locate or backtrack to the Dragon Realms Portal. This option does not appear if you're already in the Dragon Realms.

## QUIT GAME

Select the Quit Game option in the Pause menu to exit the game completely and return to the main title screen. From the title screen, you may begin a new game or load up a saved game.

## Saving the Game



You can save your progress at any time. Simply pause gameplay and select Save Game from the Pause menu. This saves everything that you've done so far, including every Gem and Dragonfly that you've collected! Because you can save your game at any time, be sure to save early and often.

## The Atlas



At any point during gameplay, you can view the Atlas. You can also view the Atlas by selecting Atlas from the in-game Pause menu. The Atlas records every Dragonfly and Gem that you've found in each level. It also tells you how many Dragonflies and Gems there are in total for each level, and how much of the game you've completed so far (in percentage form).



The first page of the Atlas displays the total number of Gems and Dragonflies that you've collected so far and the total number of Gems and Dragonflies hidden in the game. The second page displays the abilities that you've acquired, such as your Flame, Ice, and Electric Breath abilities.



Flip to the third and fourth pages of the Atlas. The third page lists all the levels in the game, and the fourth page shows the number of Gems and Dragonflies that you've collected from the corresponding level.

The names of levels you've visited appear in blue, and any levels you haven't visited yet are gray. You can scroll through the level names. Select the name for more detailed information on the selected level, or warp directly to the level.

Dragonfly appears next to the description, and the text changes from blue to brown.

The Atlas is a very useful tool. Use it regularly to check your progress and make sure that you don't miss anything!



Every other page in the Atlas displays information for each level that you've visited. The level name, Gem and Dragonfly totals, and the percentage of the level that you've completed appear on the left page. The right page displays information on the 10 Dragonflies hidden in the level.

Any Dragonfly that you've neither seen nor captured is listed as three blue question marks on the right-hand page. If you've seen a Dragonfly but haven't captured it yet, a short description of the Dragonfly's location replaces the question marks. Once you catch the Dragonfly, a small icon of a



Spyro also has several other control schemes for some of the game's more unique minigames. Sometimes he's piloting a Spittfire airplane, and other times he's tearing it up in a massive tank. There are slight alterations to the controls for these special situations.



## Controls

Spyro has a whole bunch of moves to help him complete his quest, so familiarize yourself with each. The table below lists Spyro's moves and controls. Try out these moves, then read the next section to learn about Spyro's special abilities!

## SPYRO'S MOVES

SITUATION	PS2	GAMECUBE	MOVE NAME/ACTION
Any	Left <small>ANALOG</small>	Control Pad	Move Spyro
Any	Right <small>ANALOG</small>	©	Rotate camera
Any	[L1]	[L]	Switch breath ability
Any	[R1]	[Z]	Inventory menu
Any	[START]	[START]	Pause gameplay
Any	●	◎	Breath ability
On land	×	Ⓐ	Jump
On land	■	Ⓑ	Charge
On land	▲	△ + [START]	Look around
On land	[R2] + [L2]	Ⓛ + ⓒ	Deflect
In midair	×	Ⓐ + ⓒ	Glide
In midair	× + ▲	Ⓐ + ⓒ	Head Bash
In midair	▲	Ⓐ + ⓒ + Ⓢ	Hover (while gliding)
In water	×	Ⓐ	Paddle/Jump out of water
In water	■	Ⓑ	Dive/Charge underwater



## Spyro's Abilities

Spyro has several powerful abilities that he uses to solve puzzles, navigate through the levels, and survive in battle. This next section explains Spyro's moves and abilities and offers valuable information for each.

### JUMP



Jumping is one of Spyro's most basic abilities. Just press  $\times$  (Ⓐ) to make Spyro jump a few feet into the air! By jumping, Spyro can climb steps, avoid pits and gaps in terrain, and reach higher platforms. It's very important to become familiar with Spyro's jumping ability early in the game.

### GLIDE



Spyro's wings don't allow him to fly (except in certain minigames), but he can glide with them at any time. Whenever you're in the air, such as after a jump or during a freefall, make Spyro glide by pressing  $\times$  (Ⓐ). This is a great way to pass over wide gaps and reach distant platforms.



Notice that you slowly lose altitude as you glide. Remember this whenever you're about to try gliding across wider gaps.

Because Spyro steadily descends as he glides through the air, it's usually much easier to glide over to a platform *below* you. If the platform you're aiming for is low enough, you can glide for an extremely long distance and still reach the platform!

### HOVER



Sometimes Spyro must glide over to a platform that's just a little too high to land on. Thanks to his hover ability, Spyro can reach these platforms, too! As you glide closer to a platform, you can usually tell whether or not you have enough height to land on top of it. If you think you might miss the landing, press  $\blacktriangle$  (Ⓑ) once you reach the platform to hover a few feet higher and make a safe landing.



Remember that you cannot continue to glide after you hover. This simple fact causes timing to become critically important whenever hovering is concerned. If you cut your glide short by trying to hover up onto a platform too soon, you'll still be too far out and will miss the platform. Good timing only comes with practice, so get comfortable with your hovering skills by testing them early on.

### CHARGE



Spyro's horns aren't just for show; they're an effective weapon! When you're running around on the ground, press  $\blacksquare$  (ⓐ) to initiate a super-fast charge. Hold  $\blacksquare$  (ⓐ) to continue charging, and steer with the left Analog Stick.



While charging, just about anything you run into head-on will take damage of some kind. You can smash apart Baskets and Vases or run over and defeat many types of enemies with a single charge! You can even jump while charging around, which makes traveling across long distances quick and easy.

### HEAD BASH



While you're in the air, press  $\times+\blacktriangle$  (Ⓐ+Ⓑ) to perform a Head Bash. This ability allows Spyro to drop straight down out of the air, head and horns first, onto whatever may be below him. The Head Bash is a useful ability that allows Spyro to accomplish certain tasks, such as activating switches on the ground.

### WING SHIELD



Spyro can protect himself from missile attacks once he acquires his Wing Shield ability from the Dragon Spirit. By pressing and holding  $\text{R2}+\text{L2}$  (□+□), you can make Spyro bring his wings up in front of himself like a shield. Some types of long-range attacks can be reflected back at the enemy with this ability, but there are a few missile attacks (such as lasers) that the Wing Shield cannot block. This is a useful ability to have when facing projectile-throwing enemies, so try it out!

### LOOK



If you can't get a good view of your surroundings, enter a close-up perspective and look around. Press  $\blacktriangle$  (Ⓑ) while standing still, and the camera zooms in toward Spyro. Continue to hold  $\blacktriangle$  (Ⓑ) and use the left Analog Stick (Control Stick) to look in any desired direction. This is a great way to scout out a new or unfamiliar area!





## BREATH ABILITIES



Spyro has three all-new powers to exhale on his foes; Bubble, Electric, and Ice Breath abilities join his tried-and-true Flame Breath! Each new breath ability has its own strengths and special uses, and all four are necessary for Spyro to succeed in his quest. Read on to find out more!

### Flame Breath



Being a Dragon certainly has it's perks; take Spyro's Flame Breath ability, for example. By pressing **•** (♂) while you're on land or in the air, you can make Spyro exhale a long, wide blast of superhot Dragon fire. This ability has countless uses during gameplay: everything from melting blocks of ice to lighting off rockets!



However, Spyro's Flame Breath ability is mainly used for defeating the numerous enemies that populate the game's levels. Almost every one of Spyro's foes can be taken out with a single blast of Flame Breath. Take full advantage of this powerful ability and use it to turn up the heat on those evil Riptocs!

### Bubble Breath



Bubble Breath is the first new ability that Spyro acquires in-game. Once you give the proper Dragon Rune to the Dragon Spirit statue in the Hub level, the power of Bubble Breath is bestowed upon you. Doesn't sound very intimidating, does it? That's because it's a nonoffensive ability!



Bubble Breath is the only way to capture a Dragonfly. With the aid of Bianca's magic, any Dragonfly caught inside a Bubble Breath bubble is magically transported back to the Dragon Realms. Press **L1** (□) to switch to your Bubble Breath when you spot a Dragonfly, then chase after it! Press **•** (♂) to try to capture the Dragonfly in a bubble.



### Electric Breath

The second in-game ability that Spyro acquires is Electric Breath. A Dragon Rune hidden in the Dragonfly Dojo level gives you this power, once it's brought to the Dragon Spirit statue in the Hub level. Now Spyro can breathe out pure electricity!



Electric Breath has many uses. It can be used as an effective attack against most enemies, and in that way it's similar to Flame Breath. Some types of enemies are only stunned when attacked with Electric Breath, so you should rely primarily on your Flame Breath in battle. Electric Breath can also break open Baskets and release Butterflies from Fodder creatures, just like Flame Breath can.

### Ice Breath



Spyro gains the Ice Breath ability after you return the proper Dragon Rune (found in the Cloud 9 level) to the Dragon Spirit statue in the Hub level. Now Spyro can breathe ice just as easily as fire!

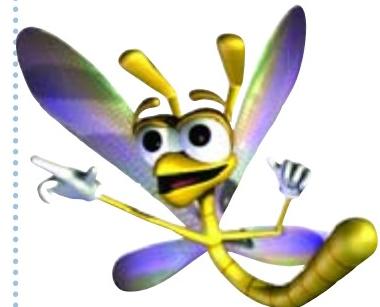


Ice Breath has a unique power that sets it apart from the other breath abilities. When used against certain creatures and enemies, Ice Breath instantly freezes them in a solid block of ice! Once they're frozen, Spyro can jump on top of the ice block and use it as a platform to reach higher areas. Needless to say, Ice Breath is a handy ability to have!

## Spyro's Health



Spyro's health status is determined by the color of his Dragonfly companion, Sparx. At full health, Sparx glows bright yellow. If you're hit by an enemy attack or another form of damage, Sparx changes to a deep blue color—he's feeling a little funny now. The next hit you take changes Sparx to a bright green color; one more hit will cause Sparx to disappear completely!



When Sparx is gone, Spyro is utterly defenseless against the next attack. If you're hit while Sparx isn't around, you lose one life and are returned to the last save point. Also, Sparx won't be able to help you pick up Gems for as long as he's gone. To bring Sparx back and refill your collective health, you must attack a Fodder creature to release a Butterfly, which Sparx quickly chases down and gobble up.



## Items and Objects

Spyro encounters several different items and objects during his adventures. Here we provide detailed information on each item and every object of note in the game.

### BUTTERFLY

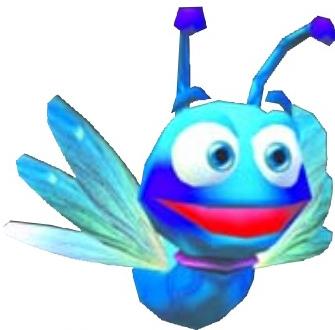


Butterflies are Sparx's favorite dish! Every time you attack a Fodder creature, a Butterfly pops out. Sparx then quickly snatches the Butterfly out of the air, which restores your collective health by one level. For example, if Sparx is bright green in color, a Butterfly will bring him up to the deep blue health status.

### BUTTERFLY JAR



Butterfly Jars appear in every level of the game. Because they're made of clear glass, you can see that a Butterfly is trapped inside of the Jar. Smash open every Butterfly Jar that you see by charging into it or by using your Flame or Electric Breath. Once opened, a Green Butterfly pops out of the Jar, which Sparx quickly snatches up for an Extra Life!



### CONTAINERS



A wide variety of containers populate the game, and each type holds something of value. You can smash open every container by either charging into them or using a breath attack. Smash open every container and collect the Gems they hold.

### Basket



Baskets are found in every level. They contain valuable Gems; to get them out, break open the Basket. Do this by charging into them or by using your Flame or Electric Breath. Break open every Basket that you see or else you'll end up missing a lot of Gems!

### Beehive



Beehives are found only in the Honey Marsh level. They contain valuable Gems; to get them out, break open the Beehive. You can do this by charging into them or by using your Flame or Electric Breath. Break open every Beehive that you see in the Honey Marsh level or else you'll end up missing a lot of Gems!

### Bottle



Bottles are the underwater containers of the game. They contain valuable Gems; to get them out, break open the Bottle. You can do this only by charging into them as you swim underwater. Break open every Bottle that you see, or else you'll end up missing a lot of Gems!

### Tiki Statue



Tiki Statues are found only in the Luau Island level. They contain valuable Gems; to get them out, break open the Tiki Statue. You can do this by charging into them or by using your Flame or Electric Breath. Break open every Tiki Statue that you see in the Luau Island level or else you'll end up missing a lot of Gems!

### Vase



Vases are found in many of the later levels, and they each contain valuable Gems. Think of a Vase as a tougher form of Basket. Whereas a Basket can be smashed open with a Flame or Electric Breath attack, Vases hold up against either attack. This means that the only way to break open a Vase is to charge into it. Just be sure that you don't charge off the edge of a platform while trying to smash a Vase!

### SWIRLIES



These strange-looking objects are found in several levels. Jumping into one of these Swirlies magically sends you upward to the top. Once you reach the top, Spyro automatically begins to glide out in a certain direction, usually toward whatever platform the Swirly is meant to bring him to. These objects are used as elevators and allow you to glide out and land on tall or distant platforms.

### DRAGONFLY



Dragonflies are the big prizes of the game, and collecting them all is your main objective. There are 90 different Dragonflies to be found in total, and every game level holds 10 hidden Dragonflies. Some Dragonflies are given to you as a reward for beating a minigame or helping someone, but the majority of the Dragonflies must be captured solely by you, Spyro. You must skillfully chase them down and use your Bubble Breath ability to catch them. Your total number of Dragonflies is indicated on the top-right corner of your screen.



## DRAGON RUNE



Four Dragon Runes are hidden in different levels of the game. These mysterious items contain powerful new breath abilities for Spyro! Simply return to the Dragon Realms once you've found a Dragon Rune, then approach the large Dragon Spirit statue. After a short cutscene, Spyro is granted the use of a new ability!

## DRAGON SPIRIT STATUE



This giant statue of a Dragon is located in the central region of the Dragon Realms. It glows warmly whenever Spyro approaches it, perhaps sensing that a fellow Dragon is nearby. You must bring all four hidden Dragon Runes back to the Dragon Spirit statue in order to complete your quest. Need some extra motivation? Each Dragon Rune that you bring to the Dragon Spirit statue gives you a new ability!

## FODDER



The small, nonaggressive creatures that live in each land are called Fodder. Although their appearance varies from level to level, every type of Fodder creature releases a Butterfly when you attack it. Sparx then munches these tasty treats,

which restores a portion of your collective health. Also, a Fodder creature occasionally releases a Green Butterfly when attacked, which gives you an Extra Life!

## GEMS



Gems can be found almost everywhere. They're dropped all over the place by the Riptoc invaders, who always grab too much loot to carry! There are four types of Gems:

- Red Gems (worth 1 Gem)
- Green Gems (worth 2 Gems)
- Purple Gems (worth 5 Gems)
- Yellow Gems (worth 10 Gems)



Try to pick up every Gem you see. Sparx helps out by automatically picking up any nearby Gems. To see your total number of Gems (shown at the top-left corner), pause the game at any time. You can also see how many Gems you've found in each level by checking the Atlas from the Pause menu. The handy Atlas also tells you how many Gems are in each level, so you can see how many are left for you to find!

## GREEN BUTTERFLY



Green Butterflies are rare, and they occasionally pop out of Fodder creatures

when you attack them. They give you an Extra Life when Sparx eats them! Try spending some time attacking Fodder creatures in the Dragon Realms to build up your supply of Extra Lives. You can also find Green Butterflies inside Butterfly Jars, which make sense when you think about it.

## KEY



A few levels contain locked treasure chests that require a certain type of Key to open. The proper Key is always found in the same level as the chest that it opens. Whenever you see a Key, walk up to it, and Spyro automatically picks it up and adds it to his inventory.

## PORTAL



A Portal is a magical doorway that leads to a completely different world on the other side. By using a Portal, you can easily travel to distant lands in just a few short seconds! There are two different types of Portals in the game: Minigame Portals and the Dragon Realms Portal.



The Dragon Realms Portal takes you back to the Dragon Realms. It's usually found at the end of a level, and it looks like a simple archway. Simply pass through this Portal when you're finished with a level, and you'll be brought directly back to the Dragon Realms. You can also pause the game and select Exit Level to return to the Dragon Realms.



The Portal in the screen is one of the many different Minigame Portals that you see in the game. There are two different Minigame Portals in every level (as well as the Dragon Realms Portal). Each Minigame Portal takes you to a specific minigame, and the Portals usually have a themed look to them, which hints at the minigame inside. Complete the minigames to win Dragonfly prizes!

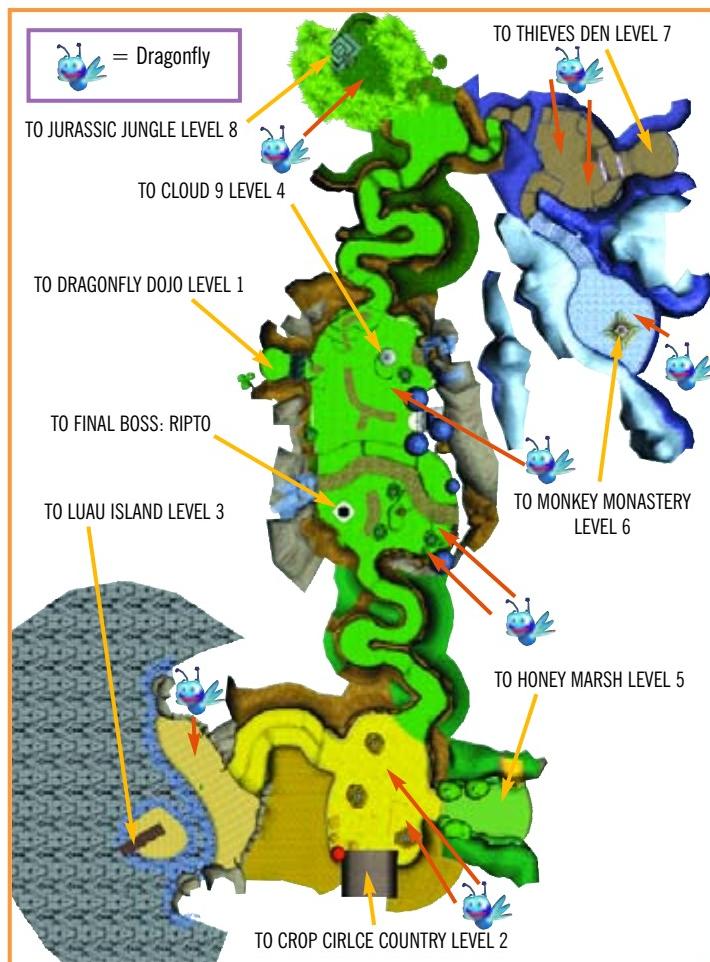
## A Note about the Walkthrough

The walkthrough assumes that your goal is to capture every Dragonfly and collect every Gem in the game in the fastest manner possible. To cut out a large portion of needless backtracking, the Honey Marsh and Monkey Monastery levels have been done in reverse order (when compared to the level list found on the third page of the Atlas). If you're not capturing all 10 Dragonflies from every level as you go (including the Dragonflies that you receive for winning minigames), then you'll have to do these two levels in their proper order. Good luck!



## CHAPTER 5

## DRAGON REALMS



Spyro starts off his exciting new adventure right here in his homeland: the Dragon Realms. Many different creatures populate the Dragon Realms, and they all need your help, Spyro! You must travel with each creature in the Dragon Realms to their distant homelands, where evil Riptoc invaders are stirring up trouble. Use your abilities as a young Dragon to help set things right in each of these lands, and collect the missing Dragonflies as you go!



Every time you exit a level through the Dragon Realms Portal or by selecting Exit Level from the Pause menu, you return to the Dragon Realms. Check the Dragon Realms thoroughly each time you return from a level and refer back to this section of the walkthrough—there may be some newly accessible areas to explore!

### First Dragon Realms Visit: Training



Once there, a short cutscene shows Spyro inserting the Dragon Rune into a small recess at the base of the Dragon Spirit statue (note the several other holes also there). The statue begins to speak! It thanks you for retrieving the Dragon Rune and grants Spyro the ability to use Bubble Breath!

When starting off in the Dragon Realms, there are no enemies to worry about. This allows you to become comfortable controlling Spyro without any sort of Riptoc interference. Also, many of Spyro's pals live in the Dragon Realms (including Sparx the Dragonfly, who's always at your side). They offer you hints and give you advice on how to interact with everything you see in the game.

**NOTE** Bubble Breath is the only way to capture a loose Dragonfly. Dragonflies often fly away from Spyro, teasing him all the while. Use Spyro's Bubble Breath ability to catch those mischievous Dragonflies.

## CHAPTER 5: DRAGON REALMS



It's time to test your newly acquired breathing ability. There's a green-colored Dragonfly in this area. Check near the Dragon Spirit statue to find it. When you locate the Dragonfly, equip your Bubble Breath (don't use fire!) and try to capture it. Congratulations! You've just caught your very first Dragonfly, Toons!



Collect all the valuable Gems scattered around this upper portion of the area. You'll need them in the future, because they are the only means of currency in the game. Sparx helps you find them and grabs any that you pass near but don't pick up. As you encounter objects such as Baskets and Fodder (which look like sheep in the Dragon Realms), Sparx or another one of Spyro's friends tells you what each one is about. You can also refer to the "Basics" chapter of this guide for more information on these items.



Collect all the Gems up here, then head down to the lower section of the Dragon Realms and find Hunter, Spyro's buddy and trainer. Walk up to him, and he'll teach you how to jump and glide with skill!



Listen to Hunter's advice, then watch as he shows you how to jump and glide across large gaps. Follow Hunter by gliding over to the small hill after him.



Walk up to him a second time, and he'll teach you another useful jumping technique: hovering! Follow him across the wide gap to the next small hill, and hover right at the end of your jump to safely land on the ledge.



Talk to Hunter one last time, and he rewards your skillful jumping with a blue Dragonfly! Nice work; you've just found Bubbles, which is your second Dragonfly from the Dragon Realms!



Check out the two red glowing cones nearby. They're crackling with energy! Simply pass between the two cones, and a vertical bar appears on the right side of your screen. The bar is a timer and slowly drains down until time runs out. What could it be for?



Hop down from the ledge after you pass through the cones, and spot the scarecrow on the ground below. That thing sure looks flammable! Give it a healthy dose of your Flame Breath, and it ignites in short order. Now you're cooking!



Several more scarecrows are dotted all around the main area of the Dragon Realms, but they weren't there a minute ago. That's because they're part of a Flame Breath challenge! This is why the timer bar appeared when you passed underneath those two red cones of energy. Charge around as fast as possible, and use your Flame Breath on every scarecrow that you see (there are eight in all).



If you ignite all eight scarecrows before the timer runs out, then you pass the Flame Breath challenge. You're rewarded with yet another Dragonfly, Jeet. Good job; that makes three Dragonflies from the Dragon Realms so far!



Check out the rest of the Dragon Realms, practicing your jumping and other movements, and collect every Gem you see. They'll come in handy later!



Two short paths are on either end of the Dragon Realms, and two magically locked gates block each path about halfway through. You can't access these areas yet because you need the proper breath ability first in order to get rid of the ice and electric locks on the gates. Still, there are Gems down both of these paths, so check 'em out!



After you grab every Gem you can find and collect your first three Dragonflies, head out to the first level of the game. Go to the top of the central area where you started, and jump up the short, stepped ledges there. Turn left between the two blossom trees and enter the small area where a fully grown Dragon Elder awaits you. After a short chat with the Dragon, hop onto the nearby stone and visit the first level of the game, the Dragonfly Dojo!



At this point, flip ahead to the "Level 1: Dragonfly Dojo" chapter. Follow the walkthrough for the Dragonfly Dojo until you complete the level. When you finish, return to the Dragon Realms and refer back to this chapter to find out what to do here next.

## Second Dragon Realms Visit: After Dragonfly Dojo



Now that you've completed the Dragonfly Dojo level, it's time to play around in the Dragon Realms some more! Each time you complete a level, the Dragon Realms will probably have new areas for you to open and explore. Scour the Dragon Realms for newly accessible areas!



Now that you're back at the Dragon Realms, you can cash in that Dragon Rune at the Dragon Spirit statue. Approach the statue, and the Dragon Spirit begins to speak. After a short cutscene, Spyro becomes imbued with yet another powerful breathing ability: Electric Breath!



Spyro's Electric Breath ability is similar to his Flame Breath, but it shoots out thick strands of lightning instead of fire. This powerful ability is effective for destroying enemies, but it also has many other important uses, as you'll soon find out!



Now that you have the Electric Breath ability, open one of the two locked gates that you encountered earlier. Cross the stream and head down to the lower section of Dragon Realms. Make your way down the path until you reach the locked gate.



Use your Electric Breath on the magically locked gate. Presto! The lock shatters and the gate swings open, allowing you to proceed farther down the trail. Continue along, picking up Gems.



The path ends in a wide clearing. A large red barn stands on the opposite end of the area, and sheep (Fodder) graze in the center of the clearing. There are two new paths to explore, one on each side of the clearing.



Gather all of the Gems in the clearing, and explore the area as you go. Notice the green Dragonfly in the center of the area, as well as the pair of blue glowing cones near the fence.



Switch to your Bubble Breath and capture the green Dragonfly in the center of the area. It moves very slowly, so this one's a breeze. You've now captured Kenichi, the fourth Dragonfly that you've found in the Dragon Realms!



Once you've collected all the Gems in the clearing and captured Kenichi, check out the blue cones near the fence. Passing underneath these two cones begins the Lightning Challenge, which is much like the Flame Challenge that you completed earlier.



Instead of breathing fire on scarecrows, you use Electric Breath on lightning rods! There are eight rods to find, which only appear after you've passed between the

blue cones and started the timer. Zap all eight lightning rods before time runs out, and you get a Dragonfly as a prize!



The Lightning Challenge is slightly more difficult than the Flame Challenge, but don't worry; there's a fairly straightforward method of beating it. Start off by charging underneath the blue cones in the direction shown here (facing away from the barn). A bar appears on the right side of your screen; this slowly diminishes as time passes.



Turn right after you pass through the cones and charge down the short path, jumping the small step just before it. The first lightning rod is located next to the wall to your right. Zap that rod, then turn around as fast as possible and charge back through the clearing.



Head for the stacks of hay near the barn, taking the shortest route possible to save time. The two tallest haystacks have lightning rods on top of them, so jump from the shortest one to the tallest, and zap the two rods with your Electric Breath.

## CHAPTER 5: DRAGON REALMS



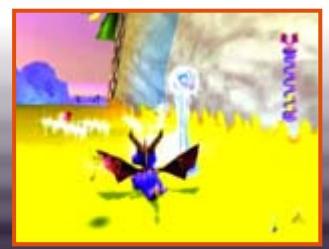
Next, jump down off of the haystack and charge straight across the clearing to the other side, opposite the barn. Use your Electric Breath on the lightning rod there. Only four more to find!



The rest of the lightning rods are located down the other path (the one you haven't explored yet). Two rods are on the path itself, and two are on the sand-covered beach that the path leads to. This path is divided into a higher and lower trail (both of which end at the beach). Take the lower trail first.



About halfway through the lower trail stands the next lightning rod. Zap it, then double-back to the beginning of the path. Now take the higher trail.



The sixth lightning rod is located near the end of the higher trail. Charge up to it, use your Electric Breath, then jump and glide off the end of the higher trail.



Glide all the way across the water, and land on the island that's just off the beach. This long jump is faster than swimming across the water. If you miss landing on the island, just hop up onto it from the water's surface.



Zap the lightning rod located on the side of the island to your left. Your timer is probably almost out, but there's only one more rod left! Charge back toward the beach.



Jump off the island, head left, and glide as far as possible across the water. Run the rest of the way up to the beach, then charge toward the eighth and final lightning rod. Use your Electric Breath when you're within range—you're probably down to the last remaining seconds!



This challenge is difficult because your time is limited. Making even a few small mistakes can cause you to run out of time. If you fail your first attempt, keep practicing. Your technique will become more fluid and you'll be able to complete the Lightning Challenge with little trouble. You're amply rewarded for your rod-zapping!

skills with a blue Dragonfly, Alex. That makes five Dragonflies that you've found in the Dragon Realms!



Now that you're at the beach, explore this area. Collect every Gem on the beach, then search for a nearby green Dragonfly.



The green Dragonfly is buzzing around near the middle of the beach. Use your Bubble Breath to catch it. Nice work, Spyro; you've captured Amie! That's your sixth Dragonfly from the Dragon Realms so far.



Next, explore the ocean. Wade into the water, then dive below the surface. Collect the Gems that litter the ocean floor.



After you grab all the Gems from the ocean floor, swim to the surface and jump onto the island. Collect the Gems on the island, then jump up the steps of the wooden dock.



Approach the portly pig at the end of the dock and talk to him. His name is Porkins, and he says that you have enough Dragonflies to ride on his boat, which takes you to the third level of the game, Luau Island (15 Dragonflies are required). For the purposes of this walkthrough, don't take Porkins' boat just yet. If you do, you'll skip the second level of the game!



Return to the beach and backtrack up the path, collecting any Gems you may have missed during the Lightning Challenge (check the higher trail, too). Return to the clearing, cut across it, and proceed up the path on the opposite side.



At the end of the path, a blue alligator in a straw hat named Jimmy-Bob awaits. Talk to him, and he asks you to find more Dragonflies so he can get his honeycomb raft working. Find 45 Dragonflies, then use Jimmy-Bob's raft to reach the Honey Marsh, which is the fifth level of the game.





Because you can't access the Honey Marsh level yet, return to the clearing again. Approach the large red barn and jump onto the ladder that leads to the loft. Climb the ladder and talk to the farmer inside the loft.



Farmer Bill needs your help; Riptocs and evil Space Cows are ravaging his homeland! You now have 16 Dragonflies (six from the Dragon Realms and 10 from the Dragonfly Dojo level), so you can power up Farmer Bill's UFO and travel to Crop Circle Country, which is the second level of the game (six Dragonflies are required to reach this level).



Grab the Gem from the loft's back corner, then jump onto Farmer Bill's UFO and travel to Crop Circle Country.



At this point, flip ahead to the "Level 2: Crop Circle Country" chapter. After you complete the Crop Circle Country level, flip back to this chapter to find out what to do next in the Dragon Realms. Good luck!



At this point, flip ahead to the "Level 3: Luau Island" chapter for a step-by-step walkthrough of the Luau Island level. After you complete the level, return to this chapter to find out what to do next in the Dragon Realms. Good luck!



When you reach the statue, a short cutscene begins, showing the Dragon Rune that you found in the Luau Islands level being inserted into the base of the statue. In gratitude, the Dragon Spirit bestows upon you the power of Wing Shield!

### Third Dragon Realms Visit: After Crop Circle Country



This time it's just a quick visit to the Dragon Realms. You didn't find any Dragon Runes in the Crop Circle Country level, so don't visit the Dragon Spirit statue. Instead, hop down from the loft and take the left path to the beach.



Head to the dock where you met Porkins and talk to him again. You have plenty of Dragonflies, so Porkins' boat is ready to go (15 Dragonflies are required). Take the boat to the third level, Luau Island.

### Fourth Dragon Realms Visit: After Luau Island



This is another short visit to the Dragon Realms. After you return from the Luau Island level, cross the water to the beach and take the path back to the clearing.



Now make your way back to the central area of the Dragon Realms. Follow the path from the clearing and approach the Dragon Spirit statue.



Head up the nearby steps that lead to the blossom trees near the entrance to the Dragonfly Dojo.



From the blossom-covered platform, look out over at the ledges across the way. Make a running jump and glide over to the first ledge. You may need to hover at the end of your glide in order to land on top of the ledge.



**Wing Shield** allows Spyro to deflect enemy missile attacks. Spyro brings his wings up in front of himself, creating a protective barrier. This ability gives Spyro a huge advantage against projectile-shooting enemies!



Jump up the first couple of steps, but don't proceed up the path at the top. Instead, turn to your right and look out at the white pillar structure where a sleepy bear in pajamas is located.



Run, jump, and glide over to the pillar structure. Make a safe landing, and collect the Gems up here if you haven't already. Now walk up to the pajama-wearing bear and talk to him.



The bear, Pudgy, tells you that he was sleeping peacefully up in the clouds when the evil Riptocs appeared and kicked him out of his bed. You need at least 25 Dragonflies to travel to Pudgy's level; by now you should have a total of 36 Dragonflies. Travel to Pudgy's home and help him.



A Swirly appears underneath the pillared structure after you talk to Pudgy. This takes you all the way up to Cloud 9, which is the fourth level of the game. Walk into the Swirly and ride it up to the Cloud 9 level.



At this point, you should turn to the "Level 4: Cloud 9" chapter. Follow along with the walkthrough until you complete the Cloud 9 level, then turn back to this chapter to find out what to do next in the Dragon Realms. Good luck!

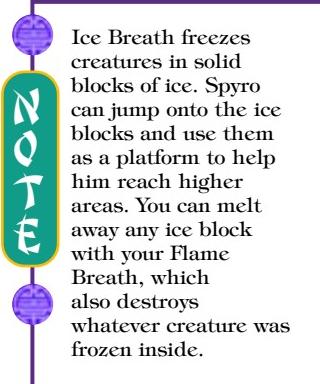
## Fifth Dragon Realms Visit: After Cloud 9



Now that you've returned from the Cloud 9 level, you must do a few things in the Dragon Realms before you move on. You picked up a Dragon Rune near the beginning of the Cloud 9 level, so first bring the Rune to the Dragon Spirit statue.



Drop down off of this ledge with the pillared structure and approach the Dragon Spirit statue nearby. After you give the Dragon Rune to the Dragon Spirit, you're granted the ability to use Ice Breath!



As you enter the clearing, turn left and head up the path. Jimmy-Bob, the blue alligator you talked to earlier, is still waiting for you at the end of the short path.



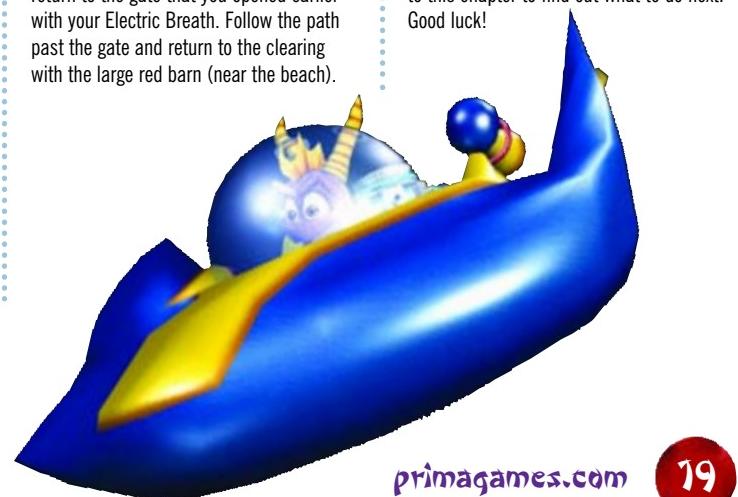
You should have a total of 46 Dragonflies. Talk to Jimmy-Bob, and this time he says that you have enough Dragonflies to travel on his raft to the Honey Marsh (45 Dragonflies are required). After your chat with Jimmy-Bob, jump onto his nearby raft to travel to the Honey Marsh, which is the fifth level of the game.



Now that you have acquired the Ice Breath ability, you can open the other locked gate in the Dragon Realms. However, before you unlock the gate, jump across the river and return to the gate that you opened earlier with your Electric Breath. Follow the path past the gate and return to the clearing with the large red barn (near the beach).



At this point, flip ahead to the "Level 5: Honey Marsh" chapter. Follow along with the walkthrough for the Honey Marsh until you've completed the level, then turn back to this chapter to find out what to do next. Good luck!





## Sixth Dragon Realms Visit: After Honey Marsh



After you return from the Honey Marsh level, return to the Dragon Spirit statue. You've visited every level that you've seen so far in the Dragon Realms, so now it's time to open up that other locked gate.



Jump up the steps behind the Dragon Spirit statue and onto the blossom-covered ledge. From there, jump and glide across to the stepped ledges. Make your way up the path toward the locked gate.



This gate is magically locked, and you must use your Ice Breath to shatter the lock and open the gate. Switch to your Ice Breath and attack the lock with it.



The lock shatters and the gate swings open, granting you access to new areas in the Dragon Realms. Proceed up the path ahead, collecting every Gem along the way.



Continue along the path until you come to a wide clearing littered with Gems. You can either continue up the path even farther, or you can check out that huge, ancient-looking structure on the other side of the clearing. Check out this area first before continuing up the trail.



Collect all the Gems in the clearing, then head left and run up to the area with the large structure. Here you find more Gems and a green Dragonfly! Nab that little green sucker with your Bubble Breath. You just caught Fluffy, your seventh Dragonfly from the Dragon Realms!



Collect the rest of the Gems, then approach the strange-looking mouse, Dr. Whiskers, who's standing near the structure. The good doctor tells you that he was in the middle of working on a fantastic new experiment when he suddenly disappeared from his laboratory! However, you need 65 Dragonflies before you can help Dr. Whiskers get his contraption working again. Don't worry; you'll be visiting this level soon enough!



Head back into the grassy clearing and cut straight across it. The trail picks up again on the other side, continuing upward into the mountains. Proceed up the path until you reach another clearing.



This wide-open clearing has a short series of step-like platforms to the left side as you enter. Ignore the steps for now and check out the lower area of the clearing instead.



Gems, Baskets, and Fodder occupy this clearing, but the real prize is buzzing around the middle of the area: another green Dragonfly! Switch to your Bubble Breath and catch that little guy. Nice work, Spyro! You've just caught Masa, the eighth Dragonfly that you've found in the Dragon Realms!



Collect all of the Gems from the lower portion of this clearing. When the clearing is empty of Gems, run over to the blue glowing cones standing nearby.



Passing between these two glowing cones starts up an Ice Challenge! A timer bar appears on the right side of your screen, and eight targets (which look like small campfires) materialize around the general area. To complete the challenge, use your Ice Breath to extinguish all eight campfires before time runs out!



Compared to the Lightning Challenge, the Ice Challenge is a walk in the park. The first three campfires are located in a semicircle pattern around this clearing. Run up to each and extinguish it with your Ice Breath.



After you put out the third campfire, charge over to the path that you took up to this clearing. The fourth campfire is a little way down the path. Use your Ice Breath on the campfire, then continue to charge down the path toward the lower clearing.



As soon as you enter the grassy clearing, turn left and head for the fifth campfire. After you extinguish that one, cut across the clearing to the next burning campfire.



The last two campfires are located on either side of the huge, ancient structure near Dr. Whiskers. Charge up to each fire and extinguish it with your Ice Breath to complete the challenge. Boy, that was easy!



For completing the Ice Challenge within the time limit, you're rewarded with a blue Dragonfly, Howie. Way to go, Spyro; that's your ninth Dragonfly from the Dragon Realms!



Return to the grassy clearing and head back up the trail to where you began the Ice Challenge. The blue glowing cones are gone now, but there's still more to do up here!



Head through the large, white archway with the glowing rubies. On the other side is a short little guy in a large blue hat.



It's a thief! You currently have enough Dragonflies to travel on the thief's flying carpet (55 are required). For the purposes of this walkthrough, don't hop onto the magic carpet just yet, because the Thieves Den is the seventh level of the game. Remember where the thief is located for future reference. Return to the clearing.



Now it's time to check out those steplike platforms near the entrance of this clearing. The Fodder in the clearing have reappeared, so charge or use your Flame Breath on them for a possible Green Butterfly. Then make your way up the first three steps and collect the Gems on top of them.



At the third step, you're faced with quite a long jump to the next platform. Get a running start and glide over to it. Try hovering at the end of your jump to help you reach the platform.



Now just jump and glide across the rest of the steplike platforms, hovering whenever you need to. Eventually, you come to yet another short, upward-winding trail.



There's snow everywhere up here! Collect all the Gems on your way up the trail until you reach the snow-covered clearing at the top.



Up here, a funny sight greets you. A large structure, basically just a roof with four tall legs, stands on the other side of the clearing. Right next to the rooflike structure is a large contraption that looks like a tiny ship with a huge hot-air balloon attached to it. Wild!



Grab all the Gems in this clearing, then head for the area underneath the rooflike structure. There's a green Dragonfly over there! Use your Bubble Breath to capture the little Dragonfly named Sandra. You've now found all 10 Dragonflies from the Dragon Realms and have collected 60 of the 90 Dragonflies in the game!



Check out that balloon-ship. Next to the balloon-ship is a tall monkey in a robe who is practicing some sort of martial art. Approach the monkey. Brother Krankle, and he tells you that you've found enough Dragonflies to power up his balloon (32 are required). Accept Brother Krankle's invitation and see where this strange-looking thing takes you.



The balloon-ship transports you to the sixth level of the game, the Monkey Monastery. Turn to the "Level 6: Monkey Monastery" chapter for a step-by-step walkthrough of the Monkey Monastery level. Good luck!

## Seventh Dragon Realms Visit: After Monkey Monastery



This is a short visit to the Dragon Realms. After you return from the Monkey Monastery, take the path down to the clearing where you began the Ice Challenge earlier. Once you arrive at the clearing, head through the large white archway with the glowing rubies and talk to the thief on the other side.



You should now have a total of 70 Dragonflies, which is more than enough to power up the thief's magic carpet (55 Dragonflies are required). Jump onto the magic carpet, which takes you to the Thieves Den, the seventh level of the game.



At this point, flip ahead to the "Level 7: Thieves Den" chapter. Follow the step-by-step walkthrough found there to complete the Thieves Den level. Good luck!



## Eighth Dragon Realms Visit: After Thieves Den



After you return to the Dragon Realms from the Thieves Den level, you have only one place left to go. Take the path down to the grassy clearing and cut across the clearing toward the ancient-looking structure and Dr. Whiskers, the mouse.



Talk to Dr. Whiskers, and he tells you that you now have enough Dragonflies to get his contraption working again (65 Dragonflies are required). Walk into the bubble of energy next to Dr. Whiskers to travel to the Jurassic Jungle, which is the eighth level of the game.



At this point, flip ahead to the "Level 8: Jurassic Jungle" chapter. Follow the step-by-step walkthrough to complete the Jurassic Jungle level. Good luck!



When you reach the Dragon Spirit statue, run past it and jump across the nearby river to the other side of the Dragon Realms. Head for the large circle made of white stone located on the ground next to the river.



This stone circle never had any use before, but now that you've completed the Jurassic Jungle level, you can see a magic Portal spinning in the center of the circle. Drop down into the Portal, which transports you to the final boss fight.

## Ninth Dragon Realms Visit: After Jurassic Jungle



After you return from the Jurassic Jungle level, you've found every Gem and Dragonfly in the game! The only thing left to do is teach that wicked Ripto a lesson that he won't soon forget. Take the pathway back to the Dragon Spirit statue.



At this point, flip ahead to the "Final Boss: Showdown with Ripto" chapter. There you find expert advice on how to defeat the final boss of the game, Ripto. Good luck!





## CHAPTER 6

## LEVEL 1

## DRAGONFLY DOJO



The Dragon Master, Bruce, thanks you for your help and kindly opens the gate to the area beyond the bridge. After you grab every Gem (remember those Baskets), proceed across the bridge and through the gate. That wasn't too bad, now was it?



Just inside the gate, a new enemy awaits you. This is a pole-wielding Riptoc, a fierce-looking opponent. These enemies are too strong to be harmed by your charge attack. However, the pole-wielding Riptocs are highly vulnerable to fire, so use your Flame Breath to defeat them. With that guy out of the way, continue down the hallway, collecting Gems and defeating the odd Riptoc.



The magical stone transports you from the Dragon Realms to the first area of the Dragonfly Dojo level. Once there, the fairy Zoe informs you that Ripto's forces have run rampant throughout the entire Dojo area, freezing and trapping all of the Dragon Masters inside large blocks of ice (and generally causing quite a ruckus). Your main objective is to release all five Dragon Masters, but remember those Gems and wayward Dragonflies, too!

= Dragonfly

= Minigame Portal

= Dragon Realms Portal

## Area 1



Run around this first area, defeat all the ninja Riptocs that you see, and collect every Gem scattered about the ground. Remember those hills behind you; Gems are up there, too!



After you clear the general area, use your Bubble Breath to catch the orange Dragonfly that's buzzing about the central area. That's Steffi, which is your first Dragonfly from this level! Release the Dragon Master who's frozen inside of the ice block.



When you reach the other side of the corridor, Zoe appears and gives you a gentle zap of her fairy magic, which saves



your progress up to this point. You can also use the Pause menu to save your game at any time. Now you've got a whole new area of the Dojo to explore, so let's get to work!

## Area 2



This next area looks confusing at first, but it's actually simple. In the center and to the left side of the level are short, stepped ledges that are easy to jump up onto and explore. You've already seen the two enemies in this area, ninja Riptocs and pole-wielding Riptocs, so there's no trouble taking them out. If you get injured, use your Flame Breath on some of the Fodder (which look like pink grasshoppers in the Dragonfly Dojo level) and boost your health by nabbing the Butterflies that appear.

### TIP

Use Flame Breath on every Fodder creature that you see, as they sometimes release a Green Butterfly. These rare types of Butterflies give you an extra life when Sparx eats them.



Five items of great interest are in this section of the Dragonfly Dojo level. The first is the Dragon Master, who's frozen inside a block of ice on the central platform. However, there's also a Minigame Portal, a Dragon Rune, a green Dragonfly, and a tiny baby Dragon named Rusty who needs your help! Begin by talking to Rusty.



Rusty sits to the left of the level entrance. His kite is stuck in the tree that's growing out from the boulder right behind him. You must get on top of the boulder in order to reach Rusty's kite.



In order to help Rusty, use Spyro's Ice Breath ability. The only way to reach Rusty's kite is to freeze the baby Dragon with your Ice Breath, then use him as a step to reach the kite on top of the boulder.

You gain the ability to use Ice Breath later in the game. After you find the Dragon Rune hidden in the Cloud 9 level, the Dragon Spirit grants you the power of Ice Breath. Only then are you able to reach Rusty's kite.



Walk up to the kite, and a short cutscene shows the kite being returned to Rusty down below. Nice job, Spyro! Hop down from the boulder and talk to Rusty. He thanks you for your help and mentions that two of his friends are out flying kites, too.



Next, grab the Dragon Rune from this area. Climb the stepped platforms covered with weeds and shallow water on the right side of the area.



The highest platform has a Dragon Rune sitting on it. Nab the Rune and all the Gems that you find up here.



Now free the Dragon Master. Head onto the center platform and take out any enemies in the immediate area. Deal with any possible threats, collect the Gems here, then use your Flame Breath on the ice block to melt it away.



Once free, Jackie thanks you and uses his magic to open the massive gateway to the next area. Nice job! Before you head straight over to the gateway, however, look at those ledgelike platforms to your right.



If you make a gliding leap from the central platform, you easily reach the first ledge. Be ready to take out that Riptoc before it causes you any harm!



Make your way up the rest of the platforms that jut out from the side of the rocky wall. Soon you come to a huge Minigame Portal!

## BANZAI SPEEDWAY MINIGAME



This small area features two different challenges: Time Attack and Race the Ninjas. Complete both challenges, and you receive a Dragonfly for each one.



### Time Attack Challenge



The Time Attack challenge is broken down into four different objectives, each one a little tougher than the last. First, fly through a short series of floating rings. Then use your Flame Breath to light giant lanterns hanging around the area. The last two objectives are to knock down the flying Riptocs and to chase and destroy the Rickshaws that race around a ground course. Complete these four objectives in less than two minutes to win the challenge.



The rings are the first thing you see, so fly right through each one to complete the first objective! A young Dragon of your talent should have no trouble at all with the simple rings.



The lanterns are a bit trickier, but still aren't too tough. Fly through the first lantern, which is located to the left of the last ring. As you pass through the lantern, use your Flame Breath on the wick in the center of it. The lantern lights up!



With a bit of practice and a watchful eye, you can see that the lanterns are placed in a circuit around the area. Use each lantern's "window" as an aid to determine which one to go through next. Just move from one to the next and light each one with your Flame Breath.



When you complete your lantern-lighting task, the next step is up to you. You can either chase after the flying Riptocs, or land and hunt down the racing Rickshaws! Because you're already in the air, let's start with the Riptocs.



The Riptocs fly in a circular pattern around the large mountain of dark-colored rock in the center of the area. The fastest way to take them out is to fly head-on into them, rather than chase after them from behind. When you're about to ram into a Riptoc, use your Flame Breath to make sure they don't withstand the collision!



Deal with the Rickshaws in a manner similar to the Riptocs. Once you touch down, charge head-on at the Rickshaws and make your way around the course. Plow through each one and you complete the Time Attack challenge in good time!



For your amazing Time Attack performance, you are rewarded with a Dragonfly prize. Way to go, you've now captured Rashomon!



You start the race in sixth place. Your objective is to complete the three laps and finish in first place. You must fly through each of the floating rings in order. If you miss even one of the rings, the race ends and you must start again! Stay on course and zip through each ring.



There are two different types of rings: gold and green. Gold rings must be passed through eventually, but a green ring indicates the next ring that you must fly through. Use this color code to guide you if you lose sight of the next ring. Aim for the green-colored rings and you'll always be on track!



This second challenge is a low-difficulty flying race that also takes place at the Banzai Speedway. The race consists of three laps around a short circuit of colored rings. The flying ninja Riptocs that you're racing against are pretty fast, but you're faster!



Follow the red dots, which mark the easiest and safest route around the circuit, to get the feel of the course. Once you know where each ring is located, fly through the course much faster by cutting corners and inventing shortcuts. The red dots are only a guide; you don't have to (and shouldn't) follow them the entire way. Use them to learn the layout of the rings, then go for speed after you become comfortable with the course.



There are also floating green-colored stars stationed along the course. These stars cause you to speed up for a short time, giving you the extra velocity necessary to finish in first place.



Although some of the green stars are positioned in line with the next approaching green ring, a few are off course. Those "off-course" stars are risky because they cause you to fly so fast that you may miss the next green ring that you must fly through! Try to angle yourself so that you are lined up with the next green ring as you pass through the star. This gives you a better chance at flying through the ring afterward.



There is also a red-colored star floating off to the left side of the course's last segment. This star has a rocket floating in its center! Fly through the star to pick up the rocket, which you can fire at any nearby opponent. To fly through the next green ring, make a hard right turn just after picking up the rocket; this is a risky (but useful) item to grab. You can win the race without using the rocket, but it sure is fun to use!



You must finish in first place to win the Dragonfly prize at the end of the challenge, so try your best! Learn the location of every ring and star in the circuit, then find the shortest, fastest route possible. Use the green stars to your advantage and try to fly through each one. By doing this, you maintain a competitive speed throughout the race, leaving those ninja Riptocs in the breeze! You're rewarded with a Dragonfly. Good job, Spyro; now you've caught Yojimbo!



When you return from the Minigame Portal, go after the green Dragonfly that's buzzing around in this area. Drop down off the ledge to the ground and check the surrounding area for the little green guy.



When you see the Dragonfly, use your Bubble Breath to capture it. This may take a few tries, because it doesn't want to be captured (like most Dragonflies). Good job; you've just captured Shellac, who is your fourth Dragonfly from this level!



Check out this entire area, grab everything, complete both of the challenges in the Minigame Portal, then move on. Head out through the gate that Jackie opened for you, and proceed through the short hallway that leads to the third area of the Dragonfly Dojo.

Now there's only one thing to do: Go up to Moneybags (the bear in the blue clothing) and talk to him.



That penny-pinching bear still loves his Gems more than anything else, and he charges you 200 of them to cross the chasm to the other side of the area.

### Area 3



This area is a little more dangerous than the previous two, mainly because of the gaps between the platforms and the long drops that go along with them. Keep your cool, jump and glide carefully, and this area is a breeze!



Leap over to the central area, use Flame Breath to take out the pole-wielding Riptoc, and collect all the goodies. Then free the Dragon Master who's trapped in the ice block nearby.



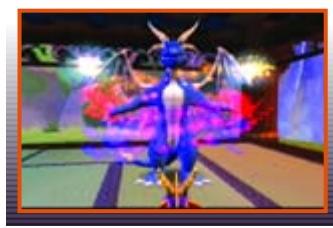
Jet thanks you for helping him and takes off. That's three Dragon Masters saved!



You've got no choice, so pay up (that's a long way down if you fall). You should easily have 200 Gems, so pay up and cross the stone bridge that Moneybags creates with his costly magic.



On the other side of the stone bridge awaits an angry Riptoc; quickly take it out. Gather the rest of the Gems up here, use your Flame Breath on the Baskets, then free the Dragon Master, Toshiro.



Toshiro thanks you for your assistance and uses his powerful magic to open the gate to the next section of the Dojo. But don't cross that wooden bridge just yet!



There's another nearby platform that you can reach by gliding off the side of this one, and there's a green Dragonfly over there! Get a good running start, then jump and glide toward the Dragonfly. You may need to hover at the end of the jump in order to land safely, so be prepared!



After you safely reach the platform, switch to your Bubble Breath and chase down the Dragonfly. Be careful; this one's tricky!



The Dragonfly flies just high enough so that you must simultaneously jump and shoot bubbles in order to catch it. Use your Bubble Breath just before you land from a jump, or else they might float up too high! Good job; you've now caught Dawn, your fifth Dragonfly from this level!



Now talk to the little Dragon, RJ, whose kite is also stuck in a tree. RJ must be one of Rusty's kite-flying friends!

### NOTE

As with Rusty, you need the Ice Breath ability in order to retrieve RJ's kite. Return here after you've acquired the Ice Breath ability from the Dragon Spirit statue, and freeze little RJ in a block of ice. Use RJ's frozen body as a step in order to reach his kite.



Walk up to RJ's kite, and a cutscene plays, showing the kite being returned to RJ. Talk to RJ when the cutscene is finished, and he thanks you for getting his kite down. Well, that's two baby Dragons you've helped so far!



The only thing left to do on this platform is to grab the extra life. Look between the swirling, corkscrew-like object (we call them Swirlies) and the boulder to find a small, glass jar with a Butterfly trapped inside. We refer to these items as Butterfly Jars. Charge into the Butterfly Jar and out pops a Green Butterfly—good for one extra life!



Hop onto the Swirly. Its magic spins you around and lifts you up into the air. Once you reach the top of the Swirly, glide back over to the platform where you saved Jet and paid Moneybags, then go up the stone bridge that Moneybags created.



Cross the wooden bridge, but watch out for the two pole-wielding Riptocs that guard it! Zoe awaits you on the other side of the bridge and gives you her familiar zap of fairy magic, saving your progress. Proceed into the gateway that Toshiro opened for you.



Right at the entrance sits an orange Dragonfly! The little Dragonfly takes off down the hallway, so switch to your Bubble Breath and quickly chase it down. This one isn't too hard to catch; you nabbed your sixth Dragonfly from this level, Cinder! Double back afterward and grab any Gems you missed while trying to capture Cinder.



There's a huge Minigame Portal located in this hallway. You guessed it—it leads to yet another minigame. Enter the Portal to play the Tank Training Arena minigame, where you can win your seventh Dragonfly from this level!

### TANK TRAINING ARENA MINIGAME



Patton, the Dragon who runs the Tank Training Arena, has a Dragonfly for you if you successfully destroy all 21 dummy tanks.



This is a fun yet challenging minigame where you hop into a big, bulky tank and roll around an arena, looking for dummy tanks to destroy. Take out all 21 dummy tanks to successfully complete the Tank Training Arena challenge! Be careful; some of those dummy tanks are pretty sneaky!



Several walls block your path in the Tank Training Arena. Some are made of loose piles of boulders and others are simple wooden boards. You can destroy these with one direct hit from your tank's cannon. Be on the lookout for these walls, and keep in mind that the dummy tanks can destroy them, too!



Gates periodically block your path and they can't be shot down. To open a gate, look for the red and white bull's-eye targets placed on either side of it. Shoot at the targets to open the gate. You know you've hit a target when it glows green. Remember that there are always two targets for each gate; make sure you get them both!



Your life bar is located in your screen's upper-left corner. Every hit you take from a dummy tank causes your life bar to diminish. You must start over if your life bar ever becomes empty. However, there is plenty of Fodder (in the form of little white bunnies) in the Tank Training Arena. If you're low on health, run over some Fodder and collect a few Butterflies. Each Butterfly replenishes a portion of your life bar. But don't waste the Fodder; unlike the kind found in regular levels, these Fodder creatures don't respawn after you get your Butterfly from them!



When facing a dummy tank, always shoot first. To tell if you've destroyed the dummy tank, keep an eye on the counter in your screen's upper-left corner. In an effort to ambush you, some dummy tanks hide behind walls, which blow up when you get close. However, they must reload their cannon before they can fire a second shot! This gives you time to return fire, destroying them before they can reload. Wait for a dummy tank to shoot down its protective concealing wall, then immediately fire on it.



When you're confronted by far superior numbers, fall back and collect some Butterflies, then head back into the fray after refilling your life bar. Don't just sit there shooting at your enemies, either! When the odds are against you, keep moving. There's nothing easier to hit than a sitting duck!



Keep your cool, stay in motion, aim carefully, and make the most of the Fodder. When you destroy all 21 dummy tanks, you beat the challenge. For your good work, Patton gives you the Dojo's mascot, a Dragonfly named Cub!



Another Butterfly Jar sits in the hallway near the Minigame Portal. Attack the Butterfly Jar to release a Green Butterfly, which gives you an extra life. Now proceed up the rest of the hallway to the fourth area of the Dragonfly Dojo.



The path forks into higher and lower trails here. The downward-sloping path becomes a wooden walkway as you descend, then ends suddenly in a sheer drop-off. Don't fall off the end, but go down here to collect the Gems if you haven't already. You'll use this walkway again soon.

## Area 4



Take out the pole-wielding Riptoc at the end of the hallway, then take a quick look around at this new area. Collect the Gems on the first platform, then hover over to the next, where another Dragonfly buzzes about.



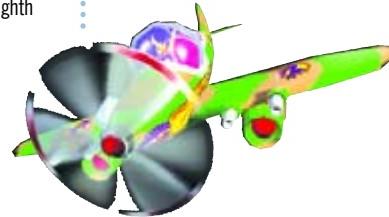
Switch to your Bubble Breath and catch the little orange Dragonfly. This one can be tricky, but if you watch its movements closely, you can outsmart it. Way to go; you've now captured Cloudy, your eighth Dragonfly from this level!

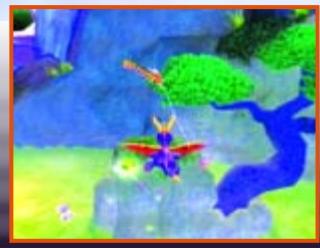


Now return up the path and take the higher trail. All the way at the top of this trail is the fifth and final frozen Dragon Master, but don't free him just yet!



Instead, when you're about halfway up the path, turn and look left. Out across a wide gap is a platform where Rusty's other friend is sitting.





Jump and glide over to this platform and make a safe landing. Walk up and talk to the baby Dragon near the boulder, Dougy, who's kite I also stuck in a tree.

### NOTE

As with RJ and Rusty, use Spyro's Ice Breath ability in order to reach Dougy's kite. Return here after you've acquired the Ice Breath ability from the Dragon Spirit statue, then freeze Dougy in a block of Ice. Use Dougy's frozen frame as a step to help you reach his kite.



Talk to the little Dragon, Dougy, after his kite is returned to him. He thanks you, and suddenly the ninth Dragonfly in this level, Moony, flies out of the tree—a little reward for returning all three kites to the three baby Dragons in this level. Awesome job, Spyro!



Pick up the remaining Gems on this small platform and look for a Butterfly Jar around the boulder. Charge into the Jar to release the Green Butterfly, which Sparx quickly snatches from the air.



Now turn around, jump, and glide back to the lower wooden walkway of the central platform. For future reference, this is how you get back onto the central platform.



Make your way back up the higher trail. A short distance past the halfway point (where you jumped off before) you see a distant platform. Don't go there just yet, as you only find a few Gems, a pole-wielding Riptoc, and the Dragon Realms Portal. Instead, continue to run up the path and get ready to save the final imprisoned Dragon Master.



Several ninja Riptocs are up here, as well as a pole-wielding Riptoc, but you should be able to make short work of them with your Flame Breath. Once you're done with them, collect the remaining Gems here.



Use a bit of fire to free the last remaining Dragon Master, Chow. He thanks you and gives you a Dragonfly, Roxie, as a reward for freeing all five of the frozen Dragon Masters. Counting the three found in the minigames, that makes all of the 10 Dragonflies that were hidden in this level. Great work!



Now that you've saved all of the Dragon Masters and recovered all of the missing Dragonflies in the Dragonfly Dojo, it's almost time to return to the Dragon Realms. Go back down the trail a short ways until you're in a good spot to make a jumping glide over to the area where the Dragon Realms Portal is located.



Take out the pole-wielding Riptoc when you land, and proceed down that hallway, ignoring the Dragon Realms Portal for now. Pick up all the Gems along the way, and eventually you come out near the start of the level.



A message saying that you found all 700 Gems should appear now that you've been everywhere in the Dragonfly Dojo level. If not, you've missed a few Gems along the way. Use the Atlas to figure out how many Gems you're missing. Check everywhere for those Gems!

### NOTE

There's a handy little secret that makes finding those last few Gems in a level much easier! If you don't feel like searching around for any hidden Gems, see the "Secret" chapter to find out about the awesome Gem Finder secret!



You've already completely cleared out the first area, so head back up the hallway and return to the Dragon Realms Portal. Enter the Portal to leave the Dragonfly Dojo and return to the Dragon Realms.



That wraps up the Dragonfly Dojo level! You now return to the Dragon Realms to see what's new there. Check out the "Dragon Realms" chapter and skip to the "Second Dragon Realms Visit: After Dragonfly Dojo" section to find out what to do next. Well done!



## CHAPTER 7

## LEVEL 2

## CROP CIRCLE COUNTRY



= Dragonfly



= Minigame Portal



= Dragon Realms Portal



Farmer Bill's UFO takes you to the second level of the game, Crop Circle Country. Once there, Farmer Dill tells you that evil Space Riptocs have invaded! They were looking for Dragonflies, but because they couldn't find any, they abducted the farmer's cows and locked them inside the Big Red Barn instead. To save them, go behind the Big Red Barn and unlock it. Go and teach those Space Riptocs a lesson, Spyro!

## Area 1



The first area of the Crop Circle Country level is divided into two sections by a wide ravine. A big, broken bridge joins the two sections of the area. The large clearing where you begin the level is the first section of Area 1. Several Gems and a few Baskets are located here, but there are no Fodder creatures. At first glance, the clearing seems to be void of Space Riptocs, too.



From the starting platform, collect Gems as you go down the steps. Near the bottom of the steps, several Space Riptocs suddenly beam in from outer space!



Space Riptocs come in two types. The larger ones fire long laser beams and sweep them from side to side out in front of themselves. These are too strong for your charge attack, so use a breath attack such as Flame Breath. When you get into close range, jump over their laser beam and attack them with Flame Breath at the same time. This reduces the chance of being hit by the Riptoc's laser.



The thinner, blue-skinned Space Riptocs have guns that fire short, individual laser blasts. They track your movements and fire at you from a distance, so charge around whenever you're near them to reduce the chances of being hit. You can defeat the blue-skinned Space Riptocs by charging into them, which makes them pretty easy to deal with. Stick and move, Spyro.



Deal with the Space Riptocs here, then continue your search for goodies. Pick up every Gem you see, but don't cross the broken bridge to the next section just yet. Head over to the collection of strange-looking Baskets near the silo.



Wait a minute—these aren't Baskets! These items are called Vases, which are similar to Baskets, but can't be smashed apart by breath attacks. You must charge into the Vases to get the Gems inside. Smash the Vases, grab your Gems, and check out the path nearby.



A few Baskets are near the beginning of the path, so grab the Gems from them and continue. The path ends abruptly when a large set of red barn doors blocks further progress.



This is the front door of the Big Red Barn, but Farmer Dill said that you must go behind the barn to unlock it. For now, take the path back out to the clearing and head toward the broken bridge.



A giant hole in the bridge forces you to jump across to the other side. Charge into the Space Riptoc stationed inside the bridge, then jump over the hole. As you pass over the hole, two more Space Riptocs beam in to block off the other side of the bridge.



Attack the two Space Riptocs with your Flame Breath when you're within range. Once you reach the other side of the bridge, several more Space Riptocs beam in to attack.



Take out any nearby threats, but don't venture too far away from the broken bridge. Secure the immediate area, then drop into the ravine and explore the area below the bridge.



A number of Gems are below the broken bridge, as are several Baskets, Vases, and a few Fodder creatures (which look like roosters in this level). Collect all the Gems, catch Butterflies to refill your health, then look for a green Dragonfly that's buzzing around down here.



Switch to your Bubble Breath and chase the Dragonfly. This one's pretty easy to catch, so now you have your first Dragonfly from this level, Akira! Head toward the steps that lead back up to the surface.



There's a Butterfly Jar near the steps. Smash open the Jar and collect the Green Butterfly that pops out. You can never have too many extra lives!



Jump up the nearby steps and return to the surface. Cross the broken bridge again to reach the second half of Area 1.



The clearing on this side of the broken bridge is even bigger than the one you started in. A dirt pathway leads up to a massive barn that stands at the opposite end of the clearing. The steps to the left side of the pathway are covered with Gems, as is the rest of the general area.



Grab any nearby Gems, then proceed up the steps to your left. Pick up everything you find on the steps, then search the area for more Gems.



As you move farther into the clearing, more Space Riptocs beam in to attack you. Take care of each enemy you encounter as you collect every Gem from the clearing.



## PRIMA'S OFFICIAL STRATEGY GUIDE



Past the tall grass on the right side of the pathway, another farmer awaits you. It's Farmer Dean, who's lost all of his cows! You can't help Farmer Dean just yet, but remember where he is for future reference.



Collect every Gem you see as you explore the area around the large barn. Several Baskets are behind the barn, so grab the Gems from those.



A rooster pecks the ground near the barn. Collect Butterflies from the rooster and heal yourself if necessary.



A yellow Dragonfly flies around near the rooster. Use your Bubble Breath to catch your second Dragonfly on this level, Mitnick. Nice work!



Gems and Vases sit on top of high ledges near the giant barn, but you can't reach them by jumping normally. You must find a nice, high platform to jump from to get these Gems.



Head back toward Farmer Dean and notice the stacks of hay. Hop up onto the first (lowest) haystack, then jump across them from one to the next.



The last haystack has a lightning rod on it—the same kind you saw during the Lightning Challenge in the Dragon Realms. It doesn't appear to have any use in this place, yet.



From the tallest haystack, you can see a higher tunnel through the large barn, directly above the lower one. However, you're too far away to jump over to the higher tunnel from here. The lightning rod must have something to do with this little puzzle.



Switch to your Electric Breath and give the lightning rod a good shock. The rod lights up, and a few seconds later a UFO-shaped platform drops from the sky!



The UFO comes to a stop between you and the barn, allowing you to reach the higher tunnel. Cross the spinning UFO and jump into the tunnel.



Collect the two Gems inside the higher tunnel and walk to the opposite end of it. Look out at the next area, where you can see Zoë in the distance.



Now look to your left at the tall, Gem-covered ledge. This is the next jump to make. Get a running start, then jump and glide over to the ledge.



Collect the Gems on the first ledge and smash the Vases, too. Don't charge off the ledge while breaking the Vases. Now look to the next Gem-covered ledge and jump over to it.



Grab everything from the second ledge, then jump back across to the first one. From here, look up at the next area, where Zoë is waiting to save your progress. Make a running jump and glide up to Zoë.





## Area 2



The second area of the Crop Circle Country level begins here. There's another broken bridge a short distance ahead, which spans another shallow ravine. A Minigame Portal is located in a side tunnel to the right of the broken bridge. Area 2 continues past the bridge, leading out to a large clearing.



Allow Zoe to save your progress with her magic. Once she zaps you, check around for Gems, then approach the broken bridge. Gather the Gems there, too.



Instead of jumping over the large hole in the broken bridge, just fall down through it and explore the base of the ravine. There are more Gems to be found!



Stand near the side tunnel and look back at the broken bridge. There's a ladder on this side of the bridge. Jump onto the ladder and climb to the top of the broken bridge.

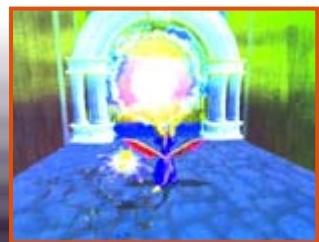


The ladder leads up to a tiny ledge, and a green Dragonfly is hiding up there! Use your Bubble Breath to catch Laurent, the third Dragonfly you've captured so far in this level.



Now look out at the side tunnel below you. Drop off of the tiny ledge and glide down into the side tunnel's entrance. There's a Minigame Portal at the end of the tunnel! Enter the Portal to play the Platform Panic minigame, where you can win your fourth Dragonfly from this level!

## PLATFORM PANIC MINIGAME



A Space Riptoc has captured a Dragonfly and is holding it hostage at the top of the massive structure in the center of the area. You must activate several switches and lightning rods in order to lower the platform that the Space Riptoc stands on, then you must defeat the Riptoc to recover the Dragonfly.



Jump onto one of the curved moving platforms to either side of you when one of them comes by. Ride the platform around to the side of the central structure.



There's a ledge floating nearby. Jump and glide over to the ledge. A switch is placed on the ground in the middle of the ledge.



Jump over the switch and perform a Head Bash. Nail the switch with a Head Bash to activate it. The switch lights up when activated.



Wait for the curved platform to return to this ledge, then jump onto it and ride it back over to the ledge where you started. Jump off the curved platform and land on the ledge.



Now wait for the other curved platform to arrive and ride that one over to the ledge with a second switch on it. Jump onto the ledge and Head Smash the switch to activate it.



With both switches activated, the central structure lowers a bit, allowing you to reach new platforms. You may now jump onto several small curved platforms with lightning rods rotating around the central structure.



Hop onto the first curved platform that comes by and use your Electric Breath on its lightning rod. The rod lights up when activated.



The central structure lowers one last time, bringing the Space Riptoc down to your level. Jump onto the center platform and attack the Riptoc with Flame or Electric Breath.



Now collect the Gems scattered around as you head down the path. Deal with the Space Riptoc that beams in to attack as you go.



Walk up to the other end of the tunnel and look out at the Gem-covered ledge a short distance in front of you. Jump and glide over to the ledge.



Move from one platform to the next, activating each lightning rod with your Electric Breath. When each lighting rod has been activated, a thick beam of energy appears, connecting them all together.



Congratulations! You've defeated the evil Space Riptoc and recovered Rickshaw, the Dragonfly he had captured. Well done!



Eventually, the path opens up to a large clearing. Another huge barn with an upper and lower tunnel is in the center of the clearing. To the right of the dirt path are a few haystacks, one of which has another lightning rod on it. Head up to the haystacks first and pick up every Gem on your way.



Smash the Vases and pick up the Gems here, then drop down from the ledge to the ground below. If they haven't done so already, several more enemies beam in to attack you, but these guys aren't Riptocs—they're Space Cows!



The central structure lowers a bit more, allowing you to access a few new platforms. There's a lightning rod standing on each of these, too. Jump onto the closest platform and activate its lightning rod with your Electric Breath.



Head out of the tunnel, drop into the ravine, and cross underneath the bridge to reach the steps at the other side.



Jump to the top of the haystack with the lightning rod and use your Electric Breath on the rod. Another UFO drops out of the sky, creating a platform to the barn's higher tunnel!



Space Cows are just like the blue-skinned Space Riptocs. They track your movements from a distance and fire on you with long-range laser blasts. Any form of attack is effective against a Space Cow, so don't hold back!



Jump from platform to platform, activating each lightning rod. Activate all the rods and another thick beam of energy appears, connecting all of these lightning rods together.



Jump up the steps, then run cross the broken bridge, jumping the hole in the middle. A Space Riptoc beams in to attack you on the other side of the bridge, so take him out with your Flame Breath.



Use the UFO to reach the upper tunnel of the barn, and pick up the Gems there. Attack the Butterfly Jar in the center of the tunnel to gain an extra life.



Defeat all the enemies in the clearing, then look for Gems. This is a large clearing, so check the entire area thoroughly. If you're low on health, attack the roosters near the barn for their Butterflies.



Collect every Gem from the clearing, then follow the dirt path again. Soon you meet up with Zoe, who uses her magic to save your progress up to this point. So far, so good, Spyro!

## Area 3



The third area of the Crop Circle Country level is another large clearing. Follow the dirt path up the steps and take out the Space Riptoc.



Continue along the dirt path, collecting every Gem in sight. Follow the path until you reach the wide clearing. Another large barn stands in the center of this clearing, and Gems, Baskets, and Vases are scattered all about.



A couple of haystacks are located just to the right of the path as you enter the clearing. Jump on top of the haystacks and collect the Gems.



Next, head for the line of Baskets with a Vase in the middle of them. Smash these for Gems, then look toward the barn.



There's a tall silo in front of the barn. From this side, you can see a ladder leading up to its top. Jump onto the ladder and climb.



From the top of the silo, glide into the upper loft of the barn. Land inside the loft, and there you see a Minigame Portal!

## COW ABDUCTION MINIGAME



In this minigame, you pilot a prototype UFO around a small area to prevent cows from being abducted by a giant UFO. If you beat this minigame once, you can try it again against tougher odds. Beat both challenges to win both Dragonflies!



Make the prototype UFO fly forward. Fire missiles at enemy UFOs. Pick up a cow with your tractor beam, while hovering directly over the cow.



In the first version of the Cow Abduction minigame, you must save the six nearby cows from the large silver UFO that tries to abduct them with its tractor beam. When you play again to win the second Dragonfly, there are smaller gold UFOs that chase and attack you!



The large silver UFO moves over to the nearest cow, then abducts it with a tractor beam. When the UFO is abducting a cow, a large icon flashes in warning in your screen's upper-left corner. Find the UFO and save the cows from abduction.



To stop the UFO from abducting a cow, shoot it with a missile. Line up your shot and fire a few missiles at the UFO to ensure that you hit it. After it's been hit, the silver UFO drops the cow and reels backward, recovering from the attack.



While the UFO is stunned, rush in a pick the cow up with your own tractor beam. Hover directly over a cow to pick it up.



With the cow safely caught in your tractor beam, bring it to the corral next to the red barn in the center of the area. While hovering over the corral, drop the cow inside the fencing, where it will be safe from the silver UFO.



Repeat this process for the remaining cows. There are six cows in all to rescue. After you drop the sixth cow off inside the corral, you've beaten the first part of the Cow Abduction minigame!



Hunter is impressed with your UFO handling skills and gives you a Dragonfly, Jingles, as a reward for saving the six cows. Suddenly, Hunter notices that Farmer Dill forgot to lock the gate and that the cows got out again. You must save the six cows all over again!



This time, things won't be so easy. There are now smaller, gold UFOs that chase you around and fire missiles at you! The gold UFOs don't abduct cows, as they don't have a tractor beam, but they make defending the cows from the silver UFO much more of a task!



Destroy a gold UFO by shooting it with a missile. Although there are an unlimited number of gold UFOs, only three may attack you at the same time. Every time you destroy a gold UFO, another one materializes in a corner of the area and moves toward you to attack.



The strategy for saving the six cows this time is the same, except now you must deal with the gold UFOs. Find the silver UFO first and hit it with a missile or two to slow it down for a few seconds.



Pick up the nearest cow and return it to the corral. You can't fire your missiles while the tractor beam is engaged, so dodge any gold UFO that attacks you on your way over to the corral.



Whenever you aren't carrying a cow, destroy every gold UFO within striking distance. The gold UFOs won't fire unless they're close enough to hit you, so the distant ones are harmless. If the gold UFOs are not within striking distance, focus your attention on stopping the silver UFO and saving the six cows.



With all six cows returned to the corral a second time, Hunter is truly impressed with you. For your brave deeds, he gives you his own pet Dragonfly, Jdubs. What a guy!



Drop down to the ground from the loft. Check the general area thoroughly for any Gems you may have missed.



After you clear the upper portion of the area of every Gem, follow the dirt path to the other side of the barn.



A large number of Space Riptocs and Space Cows beam in to attack you as you pass by the barn, so deal with them first. Charge into the Space Cows, and use your Flame Breath against the larger Space Riptocs. Keep moving to reduce the odds of being hit by enemy lasers.



Once the dust settles down a bit, explore this side of the clearing. Pick up all of the Gems and break every Vase. Grab the Gems from the Vases on the sides of the barn, too. Attack the nearby Fodder for health-restoring Butterflies.



Run up to the big, red tractor near the barn. Next to the tractor sits a Butterfly Jar! Attack the Jar to release a Green Butterfly, which gives you an extra life.



Next, check out the pair of red glowing cones located on a small hill nearby. Pass between these two cones to start a Super Flame Challenge!

## CHAPTER 7: LEVEL 2: CROP CIRCLE COUNTRY



After you pass between the cones, eight scarecrows materialize around the small hill, and a timer bar appears on the right side of your screen. Also, your Flame Breath is transformed into Super Flame Breath for the duration of the challenge. Use your Super Flame Breath on the eight scarecrows before time runs out!



Super Flame Breath allows you to shoot out large balls of flame a great distance. Bring up a crosshair target, and aim for each scarecrow. Line up your shot to breathe a ball of flame at the scarecrow.



Run up to the scarecrows and use your Super Flame Breath on them at close range. Some scarecrows are far away and hard to see, so pick off as many as you can from the small hill, then take out the rest in close range.



Destroy all eight scarecrows before the timer runs out, and you beat the Super Flame Challenge! Your marksmanship is amply rewarded with a Dragonfly. Nice job; you've now caught Tetsu, which is your seventh Dragonfly from this level!



There's only one thing left to do in this clearing now: Get the Gems on top of the high ledge near the dirt path and the barn.



Return to the tall silo on the other side of the clearing, the one that you used to reach the loft of the barn in this area. Jump onto the ladder on the side of the silo, and climb up to the top. From there, jump and glide onto the Gem covered ledge.



Collect all of the Gems on the ledge, then drop down and follow the dirt path directly to Zoe, who saves your progress with her magic.



Proceed down the short path, collecting Gems along the way. A Space Riptoc beams in and attacks you. Use your Flame Breath to defeat the Riptoc, then enter the Big Red Barn.



Approach Farmer Bill and talk to him. He says that the Big Red Barn's doors are stuck, and he can't light the explosives that he rigged to open them with.



Help out Farmer Bill by using your Flame Breath on the explosive, which is placed on the Big Red Barn's jammed doors. The fuse lights, and the powerful explosion forces the doors to open!



With the Big Red Barn unlocked, the abducted cows take off down the path in a mad dash. Make sure they get back to Farmer Dean, Spyro!



Walk up to Farmer Bill and talk to him. He thanks you for your assistance, and gives you a Dragonfly as a reward. Now you've captured Fiona, your eighth Dragonfly from this level!



The Dragon Realms Portal is next to Farmer Bill in the Big Red Barn. However, you haven't finished here yet; there are still two Dragonflies to find! Head past Farmer Bill to the other side of the Big Red Barn and follow the path back to the first area of the level.



## Finishing Up: Cannons and Cows



If you entered any Minigame Portals during the level, the Space Riptocs that you battled before in this first area return and must be fought again. Finish them off, then hop up the steps back to the start of the level where you first spoke with Farmer Dill.



Talk to Farmer Dill, and he tells you that the cow-abducting UFO has returned to steal all the cows again! Farmer Dill also says that the farmers have built four giant cannons to use against the UFO, but unfortunately they don't have enough power to get them working. Your Electric Breath should do the trick!



The first of the four cannons stands nearby. There's a UFO in the air next to it!



Run over to the cannon and switch to your Electric Breath. Zap the cannon to give it power, and it instantly lights up. The cannon aims at the UFO and fires a beam at it, scaring the UFO away.



Watch the direction in which the UFO flies off, and chase after it. Don't let it abduct any more cows! Cross the first broken bridge again and take out any Space Riptocs that get in your way.



Continue along the path, destroying any enemies that appear. About half way into the clearing, you encounter the farmer's cows—they're grazing all around here! Before you do anything with the cows, get rid of that UFO again.



Run up to the second canon, which is standing just behind Farmer Dean, near the haystacks. Use your Electric Breath on it, and it powers up.



The cannon aims at the UFO and fires a second beam at it. The UFO flies off again; watch where it goes, but don't chase after it just yet. Instead, run up to Farmer Dean and talk to him.



Farmer Dean thanks you for freeing his cows, but he then asks you if you can bring them all back to him. There are five cows in all, and they're all grazing nearby.



To move a cow, just attack it. You can charge into them, or use Flame or Electric Breath on them. If a cow is sitting down, your attack causes it to stand up straight. If a cow is standing, your attack causes it to run toward Farmer Dean.



Continue attacking the five cows until they're all sitting down around Farmer Dean, then go talk to him. Farmer Dean is so happy you helped him that he gives you a Dragonfly, Cedric! That's the ninth Dragonfly that you've found in this level so far.



Now there's only one thing left to do—chase the UFO. Use the lightning rod on top of the haystack to bring down the UFO platform, and jump across into the higher tunnel of the barn.



Make your way back to the clearing in the second area of the level, where the third canon is located. Approach the canon and use your Electric Breath to power it up.





The cannon fires a third beam out at the UFO, which again causes it to flee. Chase after it as fast as possible, and charge through any Space Cows or Riptocs that get in your way.



The UFO is heading for the third area of the level, so follow the dirt path to get there. The fourth cannon is standing near the silo in the clearing. Approach the cannon and use your Electric Breath one last time.



The cannon aims at the UFO and fires a fourth beam at it, which turns out to be the fatal blow. The heavily-damaged UFO reels through the air, passes over the barn, and crashes to the ground on the other side of the clearing.



Switch to your Bubble Breath and capture the little orange Dragonfly, Flavie. Nice job; you've found all 10 Dragonflies! Level complete!



At this point, turn back to the "Dragon Realms" chapter. Skip ahead to the "Third Dragon Realms Visit: After Crop Circle Country" section to find out what to do next. Well done!



Follow the UFO to its crash site on the other side of the barn, and there you see the tenth and final Dragonfly. The UFO must have captured it!

Now that you've collected every Dragonfly and Gem from the Crop Circle Country level, return to the Dragon Realms. You can either follow the dirt path back to the Dragon Realms Portal located inside the Big Red Barn, or select Exit Level from the Pause menu.

**NOTE**

There's a handy little secret that makes finding those last few Gems in a level much easier! If you don't feel like searching around for any hidden Gems, see the "Secret" chapter to find out about the awesome Gem Finder secret!





## CHAPTER 8

## LEVEL 3

## LUAU ISLAND



Dragonfly

Minigame Portal

Dragon Realms Portal



Porkins' boat takes you to Luau Island, a tropical paradise that's been overrun by Riptocs. Water surrounds the island, so your feet will sometimes get wet. Thoroughly check every area on the island; many Gems are tucked away in hard-to-spot places.

### Area 1

The first area is a beach with a tiny island just off the coast. You start on the island's large, wooden dock. There's plenty of underwater treasure to be found and lots of Riptocs to deal with.



Search for Gems on the island—a few are hidden in the brush next to the dock. Many Gems in this level are not in plain sight; check every new area two or three times to avoid having to go back looking for a few missed Gems later on.



There are two Tiki Statues near the dock. These objects are similar to Baskets; charge at them or use Flame or Electric Breath to break them open to get the Gems. Several more Tiki Statues are located all over Luau Island, so smash every one you see.



Once the starting island is clear, dive into the water and search for Gems. Explore these large bodies of water slowly and carefully. Search a small portion of it first,

making sure you get everything from there before you move on. By using this "divide and conquer" technique, you have better odds at finding every Gem on the first run through the level.



The only enemy you must worry about while swimming underwater are the Scuba Riptocs. These guys are pretty slow, but they attack with a speargun. Once they spot you, Scuba Riptocs take aim for a couple of seconds before firing. Charge into them to take them out and collect the Gems they drop!



Explore the ocean floor all around the tiny island first. Collect every Gem lying around, then swim through the underwater tunnel through the base of the tiny island. Collect the Gems from the short tunnel, then take a final look around for any missed Gems.

## CHAPTER 8: LEVEL 3: LUAU ISLAND



Two small green Bottles sit underwater right near the base of the tiny island. These Bottles hold Gems, so charge into them and break them open. More Bottles appear in other underwater areas of this level, so keep an eye out for them!



Explore the rest of this underwater area. Remember to check everywhere for Gems so you don't have to come back later! Charge into the Scuba Riptoc on the other side of the area to get him out of your hair, and break open the two green Bottles.



Clear the ocean floor of all Gems and Riptocs, surface onto the tiny island again, and look toward the beach. There's a lot going on over there, so go check it out.



Jump over to the beach from the tiny island. Once you land there you see many more Gems, two new enemies, and a green Dragonfly! Neutralize the enemy threat before you go for the goodies.



The first enemy to fight is the Tiki Riptoc. These guys run at you and smack you if you let them, but they're vulnerable to any form of attack. Take them out however you choose, but remember to collect the Gems that they drop.



The next guy to deal with is the large, green Riptoc. These Riptocs don't chase you at all; they stay in place and snap at you if you get too close. They're also immune to your charge attack, so use Flame or Electric Breath to get them out of your way.



With those two enemies taken care of, scour the immediate area for Gems. Grab every Gem nearby, then look around this side of the beach for a green Dragonfly.



When you spot the Dragonfly, switch to Bubble Breath and chase it. Now you've caught Gary, your first Dragonfly from this level!



With Gary captured, move down the rest of the beach, picking up Gems as you go. Soon you come to a cage built into the side of the cliff, and Porkins is locked away inside!



Talk to Porkins, and he tells you that the Riptocs are planning to have a Luau. Unfortunately, Porkins and his kind are the main course! You offer to help Porkins, and he tells you that each cage must be opened by activating a nearby switch. Activate each switch in the level to open all of the cages and free the pigs.



Talk to Porkins again, and he thanks you for saving him. Nice job! There's a tunnel behind Porkins, but don't enter it yet. You still need to check out the rest of the beach!



Pick up any Gems that you missed in the area. Now check for a Dragon Rune on the beach nearby. Pick up the Dragon Rune and it's added to your inventory. When you return to the Dragon Realms after completing this level, you'll have a new ability to learn from the Dragon Spirit!



The switch that opens Porkins' cage is nearby. Backtrack to where you battled the large green Riptoc and examine the wall. There's the switch!



Now explore the rest of the beach and grab every Gem. Hop up onto the short ledges and grab the Gems there.



To activate this switch, simply charge into it or use your Flame Breath. The cage opens, and Porkins is free!



There's a large shell with an opening in the front of it at the end of the beach. Enter the shell and attack the Baskets inside for Gems. Go back out and pick up the yellow Gem hidden near the shell.



Now make your way back to Porkins. On your way, attack the Fodder (which look like seagulls in the Luau Island level) to restore your health if you haven't already.



Enter the tunnel behind Porkins. There's nothing to do or see inside the tunnel, so just follow along until you reach the second area of the Luau Island level.

## Area 2



The second area is a wide, circular region with a large body of water at its center. Several ledges and platforms of varying height cover the surrounding walls, many of which are covered with items and Gems. A secret underwater tunnel leads to another section of this area.



Attack the seagulls on the first platform for Butterflies if needed, then smash the row of Vases. Pick up the few Gems on this first platform, then look over to the next platform along the wall to your right.



There's a Tiki Riptoc over there, as well as a large, green Riptoc. Jump to that platform and use your Flame Breath as you jump to defeat the Tiki Riptoc. Flame the green Riptoc too, then inspect the cage he was guarding.

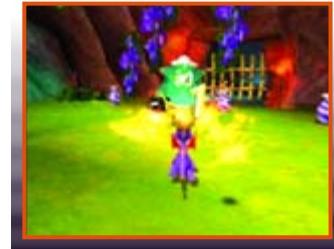


Hey, there's an orange Dragonfly locked in the cage! You must activate the switch to open the cage.



Hop back over to the platform with the seagulls and attack them for Butterflies if you were injured by the Riptocs. With all the Gems collected from these first two

platforms, head across the surface of the central body of water and make your way to another small bit of land on the other side.



First, use your Flame Breath on the large green Riptoc guarding a cage here. With the Riptoc out of the way, talk to the imprisoned pig.



The pig's name is Hamlet, and he begs you to help him get out of his cage. Hamlet shows you that the switch to open the cage is on a high ledge clear across the area; he thinks that there's a secret underwater tunnel in this area, too. Smash the Vases and grab the Gems on this platform, then dive into the water.



Several Scuba Riptocs are in the water, so be careful as you swim about. Charge into each underwater Riptoc as you collect all the Gems from the ocean floor. Remember to smash open the little green Bottles!



After you've collected every Gem, locate the entrance to an underwater tunnel and swim into it.



The tunnel winds its way along until at one point it appears to end. However, the tunnel continues above you until it reaches the surface. Swim the rest of the way up the tunnel, then jump out of the water.



Because it's so small, this new area is still considered part of Area 2. Smash the Vases and collect the Gems all around the waterhole.



Look at the walls in this area, and you see a ladder! Jump onto the ladder and climb to the top. On the ledge on top, talk to the pig locked inside a cage.



The pig's name is Hammy, and he asks you to help save him from the hungry Riptocs. Grab all the Gems up here, then look over to the ledge across the way.



Two large green Riptocs guard a switch on the other ledge. Jump and glide over there, and quickly destroy the Riptocs with your Flame Breath. After you deal with them, pick up the Gems that they drop and inspect the switch.



This switch is on the ground, so do a Head Smash to activate it. Jump over the switch and while you are in the air to perform a Head Smash. Once you hit the switch, Hammy's cage opens! Jump and glide over to Hammy.



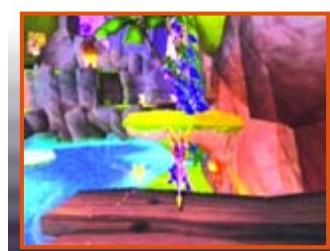
Talk to Hammy and he thanks you for saving him. With the cage open, you see a tunnel stretching behind Hammy. Enter the tunnel and follow it back to the main part of Area 2.



Here you are, right near Hamlet's switch! Zoe saves your progress here. This switch is also on the ground, so jump and perform a Head Smash to activate it.



With the switch activated, Hamlet's cage opens! Before you rush down to talk with Hamlet, look at the ledges along the wall to your right.



Jump from ledge to ledge along the side of the wall here. The third ledge has a Butterfly Jar on it. Break the Jar for an Extra Life, then look out at the next ledge ahead.



Two Tiki Riptocs patrol over there, so use your Flame Breath against them as you glide over to the ledge. Break the Vases and collect the Gems.



Another switch sits on the ground, so Head Smash the switch to activate it. A cutscene shows the cage below opening, freeing the imprisoned orange Dragonfly. Once you return to the lower part of this area, you'll be able to capture it!



Now look for a ladder on a wall nearby. Jump onto the ladder and climb to the top of it.



A pair of glowing cones is on the ledge, and there's no room to move around them. Pass through the cones. A timer bar appears on the right side of your screen.



Five tribal masks materialize all around the upper portion of this area. Passing through the cones gave you the Super Flame Breath ability, which allows you to fire long-distance balls of flame. Hold down ▲ to bring up a crosshair target, then take aim at each mask. Destroy all five before time runs out!



Two platforms rise from the water below and form a bridge out to the center of the area.



Before you cross the platforms, drop down from the opposite side of this ledge onto the ledge below. Smash the Tiki Statue and pick up the Gems from this ledge, then use the nearby ladder to climb back up.





When you're back on the ledge with the glowing cones, jump across the floating platforms and out to the center of the area. If you fall while crossing the floating platforms, you must travel back through the underwater tunnel and make your way around to try again. While you glide directly over a platform hover so you get down onto it.



Hey, there's a green Dragonfly out here! Switch to your Bubble Breath and nab Homer, your second Dragonfly from this level. Nice work!



Now drop down to the water below and head for the orange Dragonfly that you released from the cage earlier. Use your Bubble Breath to capture Socrates, and now you have three Dragonflies from the Luau Island.



The only thing left to do now is to talk to Hamlet, who thanks you for rescuing him. With Hamlet's cage open, venture through the tunnel behind him, which takes you out to the third area of the Luau Island.

### Area 3



The third area is a wide-open space with water covering its bottom. Platforms and ledges of varying heights appear all along the walls of the area, and a vast ocean floor awaits you. A Portal is visible on the face of a distant cliff directly across from your starting point.



After Zoe saves your progress, clear this first platform of Gems. Look out across to the distant Minigame Portal, directly ahead on the side of the wall. Cross the water's surface to reach the Minigame Portal.



This is the first Minigame Portal that you encounter in the Luau Island level. Enter it to play the Mantaray minigame, where you can win your fourth Dragonfly from this level!

#### MANTARAY MINIGAME



The Portal near the water in Area 3 of the Luau Island level takes you to the Mantaray minigame. Here you race against Hunter underwater to see who can net the larger amount of baby manta rays before time expires. If you can catch more baby mantas than Hunter, you win a Dragonfly!



For this minigame, Spyro straps himself onto a fully-grown mantaray and steers it around underwater, firing nets at the baby mantas. Make your mantaray swim forward. Fire a net at a baby manta.



Hunter is also swimming around underwater, trying to catch more baby mantas than you. A counter in your screen's lower-left corner shows how many mantas Hunter has netted. The counter in your screen's bottom-right corner displays your current number of captured mantas.



This is an easy minigame to beat. Simply swim around and catch every baby manta that you see. If the pickings become slim, move to an different area with more baby mantas.



Either catch a baby manta from a distance or move up close before you fire your net. Try out both options and see which one works best for you.



If you capture more baby mantas than Hunter by the end of the time limit, then you beat the minigame! As a prize, Hunter gives you a Dragonfly, named Krishnamurti. Nice work!



After you return from the Minigame Portal, look out at the platform ahead. Cross the water's surface and head over to the platform.



Jump across to the ladder ahead, which leads to the top of yet another high ledge. You can also grab onto the ladder by gliding into it. Climb the ladder.



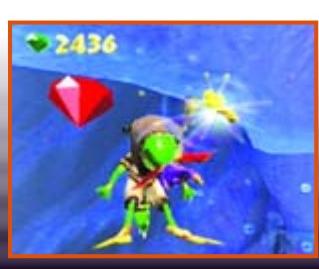
Halfway through, the tunnel widens into a large underwater cavern. Huge nets are strung up from ceiling to floor; carefully navigated as you swim past them. A single Gem sits at the bottom of the cavern near one of the nets.



Take out the Tiki Riptoc patrolling this platform, then smash the Baskets and Vases and collect all the Gems here. Locate a ladder on a nearby wall, which leads up to a higher ledge.



This platform contains several Vases and Gems, a Tiki Statue, and a Tiki Riptoc. Finish off the Riptoc, then break open the Vases and collect the rest of the Gems.



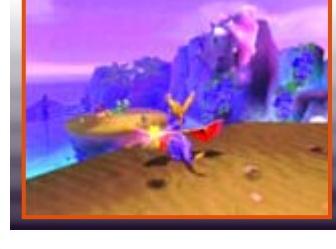
With the circular platform clear of all items, dive into the water below. Begin exploring the ocean floor, and stay on the lookout for Scuba Riptocs. Charge into any that you see so that you may hunt for Gems in peace.



The tunnel continues on the other side of the net-filled cavern. Proceed through the tunnel until you reach the underwater beginning of Area 4.



Jump onto the ladder and climb up to the first narrow ledge above. Pick up the Gem on this ledge, then continue up the ladder to the next ledge.



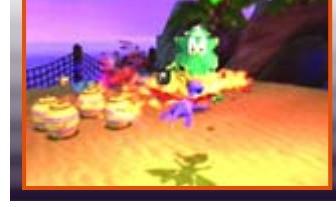
Look toward a circular platform below. From this ledge, glide down to the circular platform, which is loaded with goodies!



Check every nook and cranny underwater for any tucked-away Gems, and make a few roundtrips until you collect all of the Gems from this area. At that point, begin to look around for an entrance to an underwater tunnel.



Another large green-skinned Riptoc is on guard duty up here. Use your Flame Breath to defeat him, then pick up the rest of the Gems on this ledge.



Jump and glide over to the platform and make a safe landing on it. Flame the green-skinned Riptoc to get him out of the way, then collect all the Gems here, as well as the Green Butterfly from the Butterfly Jar. There's a little yellow Dragonfly buzzing around on this platform. Switch to your



The tunnel's entrance is near the Minigame Portal. Proceed through the tunnel, picking up Gems as you go.

## Area 4



The fourth area is accessed by the underwater tunnel in Area 3. Area 4 is filled with water, and several ledges and platforms are along the walls above the water. You enter the area underwater.



## PRIMA'S OFFICIAL STRATEGY GUIDE



Swim around and collect the many Gems littering the ocean floor. Break open the green Bottles to get those Gems, too. Charge into any Scuba Riptocs that you see to get them out of your hair.



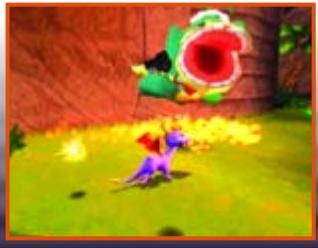
When you've grabbed all the Gems from the water, swim up the steep bank directly across from the underwater tunnel you emerged from at the start of this area. Follow the underwater pillars to find the bank and swim up the bank to reach the surface.



This platform features several Vases and Gems, a seagull, and a Tiki Statue. Smash the Vases and Tiki Statue and pick up every Gem. Attack the seagull for Butterflies if you need to heal up.



A large pile of rocks blocks the entrance to a tunnel on this platform. You can't remove the rocks just yet, so jump up onto the next ledge.



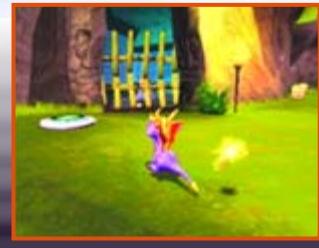
Use your Flame Breath to defeat the green Riptoc guarding the ledge, then collect the few Gems. Look at the wall nearby to find a ladder leading up to a higher ledge.



Climb the ladder to reach the next platform above. This ledge contains several Baskets and Gems, and a Tiki Riptoc patrols up here. Use your Flame Breath on the Tiki Riptoc, then Flame the Baskets and collect all the nearby Gems.



Make your way up the short steps ahead, collecting Gems. The next ledge you come to features more Baskets and Gems and a Tiki Statue. Proceed across the ledge, collecting Gems.



A cage located halfway across this ledge contains another pig, Chili. Talk to him and he asks you to get him out of his cage. A switch is on the ground in front of the cage.



Head Smash the switch to activate it. A short cutscene shows Chili's cage opening.



Talk to Chili, and he thanks you for saving him. For rescuing all of the imprisoned pigs, Chili gives you a Dragonfly as a reward. Nice work; you've now caught Dill, your sixth Dragonfly from this level!



A tunnel stretches behind Chili. Go through it. The Dragon Realms Portal is halfway through the tunnel, off to one side. Ignore the Portal for now and continue until you reach the other end of the tunnel.



The tunnel brings you back to the first area of the level, but now you're up on a ledge that you haven't been to before. Jump out of the tunnel and land on the ledge below.



Use your Flame Breath to take out the large green-skinned Riptoc that guards this ledge. Turn around to collect the rest of the Gems, and notice the Swirly. This allows you to return to the tunnel later.



With all of the Gems collected from this ledge, look over to the next one along the wall. Jump and glide over to it, then hover up onto it.





Pick up the Gems as you cross this ledge, then make a short jump to the next one, where you can see a Minigame Portal. This is the second Minigame Portal in the Luau Island level. Enter the Portal to play the Drum Song minigame, where you can win your seventh and eighth Dragonflies from this level!

### DRUM SONG MINIGAME



You're transported to the Drum Song minigame. You must remember a pattern of drumbeats that the Rodtikiney's band of tiki-people play for you. If you remember the patterns and beat both of the challenges here, you win two Dragonflies!



The drums are set up around the tiki-people and Spyro in the same exact pattern, which matches up with the buttons on your controller. Pressing a button makes Spyro beat the corresponding drum.



The tiki-people's song starts slowly, at just one beat. Watch to see which one of the tiki-people beats the drum. Whichever one it was, that's the same drum that you must hit.



After the tiki-person hits the first drum, a timer bar appears on your screen's right side. You must hit the same drumhead before time runs out! Use the controller's button layout as a guide when you play the drums.



Follow the drum pattern all the way through six consecutive drumbeats without making a mistake, and you win the Dragonfly prize! If you do make a mistake, you must start again with a different drum pattern.



Rodtikiney is so impressed with your drumming ability that he gives you a Dragonfly, Terral. Good job, Spyro, but you're not done yet! Rodtikiney challenges you to prove that you're a big drumming champion; he'll give you another Dragonfly if you do!



Play the drums again in the same way you did before. Watch the drum pattern and memorize it as the tiki-people play. This is an easy minigame to beat, so prove that you are indeed a true drumming champion.



With both Dragonflies collected from the Portal, make your way back across the ledges and walk into the Swirly. Ride it to the top to reach the tunnel and travel back through to return to Area 4.



Turn left out of the tunnel and explore the rest of this ledge. Flame the Baskets for Gems and take out the Tiki Riptoc patrolling this side of the platform.



Look over to the wooden walkway along the wall in front of you to see a green Dragonfly buzzing around. Jump and glide over to the walkway, but don't switch to your Bubble Breath just yet.



Instead, as you land, use your Flame Breath on the large green Riptoc guarding this walkway. Collect the Gem he drops, along with any other nearby Gems.





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Switch to Bubble Breath and chase down the green Dragonfly. Be careful not to fall off the walkway! Once you get him, you've captured Scuttlebutt, your ninth Dragonfly from this level!



You can reach the deck of the large ship easily from here, so glide over and land on the ship. Collect the Gems from the deck and break open the Butterfly Jar for an Extra Life.



Drop down off the ship and into the water. Swim across the water's surface, and make your way over to the now open cave.



Now that you've collected every Dragonfly and Gem from the Luau Island level, either head back to the Dragon Realms Portal or select "Exit Level" from the Pause menu to return to the Dragon Realms.



Proceed across this first part of the wooden walkway. Equip your Flame Breath, then jump and glide over to the next section of the walkway, where a Tiki Riptoc awaits.



Examine the oddly shaped cannon nearby. It has a fuse, but it's not lit. Use your Flame Breath on the fuse, and the cannon fires a few seconds later.



Inside the cave are four Vases and a yellow Dragonfly. Smash the Vases and collect the Gems, then switch to your Bubble Breath and capture Plato, the tenth and final Dragonfly from the Luau Island level. Nice job!



At this point, flip back to the "Dragon Realms" chapter. Skip ahead to the "Fourth Dragon Realms Visit: After Luau Island" to find out what to do next. Well done!



Use your Flame Breath to defeat the Tiki Riptoc, then collect every Gem from this part of the walkway. Proceed up the steps ahead and look to your right when you reach the last wooden platform.



The cannonball flies through the air in a large arc and smashes through a large pile of rocks in the distance. That was the rock pile you noticed earlier, and it was blocking off a cave!

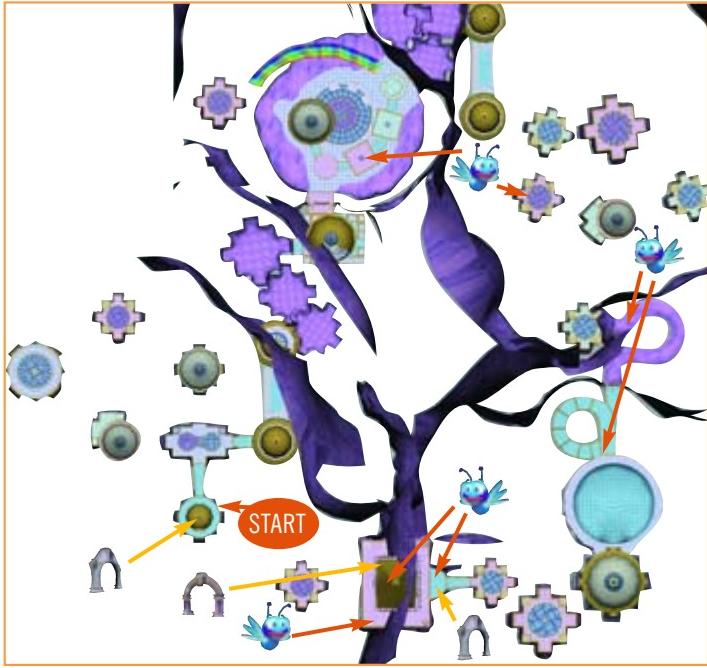




# CHAPTER 9

## LEVEL 4

# CLOUD 9



= Dragonfly



= Minigame Portal



= Dragon Realms Portal



You start off on a small platform occupied by a few Gems, Baskets, and one of the sleepy bears that live in this level. Collect the Gems, then talk to the bear.



The bear's name is Powder, and he tells you that none of the bears can sleep because the Riptocs have sabotaged the four machines that power the bears' giant hourglass. Find the four machines; your Electric Breath can power up the machines and fix the giant hourglass.



These pillow-wielding Riptocs smack you with their oversized pillows if you get too close. You can't charge through these enemies, so use either Flame or Electric Breath to defeat them.



Defeat the pillow-wielding Riptoc, then collect the Gems from this platform. A Dragon Rune sits on the ground nearby. Walk into the Dragon Rune to pick it up and add it to your inventory.



The Swirly near the pajama-wearing bear named Pudgy takes you to the Cloud 9 level, which is the fourth level of the game. This level takes place way up in the clouds, where Riptoc invaders have been terrorizing the peaceful, sleepy bears that live there. Don't fall off the clouds, Spyro; it's a long way down!

### Area 1



The first area is made up of several different floating platforms of varying height. You must make some difficult jumps in order to reach a few of the floating platforms. Don't move on to Area 2 until you've grabbed everything from this area!



With the Gems collected from the starting platform, head down the short walkway to the next platform, where a Riptoc awaits you.



The Fodder in the Cloud 9 level look like tiny yellow stars that jump and bounce around. Two are on this platform, so attack them for their Butterflies.



Several potted trees dot the Cloud 9 level. You can burn the leaves off of these small trees with your Flame Breath! This is a good way to mark the areas and platforms that you've explored in this disorienting level.



Another short walkway on one side of this platform leads up to a circular structure. Instead of taking the walkway over to the structure, run across to the opposite end of this platform.



From here, look over at a large multi-tiered floating structure across from you. This is a long jump to make, but you can glide across the gap and land on the lower platform of the structure.



Get a running start and jump off the edge of this platform. Glide over to the structure and hover to land on the lower platform safely.



A Swirly is in the center of this platform, and several Gems line the edges of it. Collect the Gems from this lower platform, then jump into the Swirly.



Ride the Swirly to the upper platform. Collect all the Gems up here before you do anything else.



There's a small moving platform near where you started the level. Jump onto the moving platform and ride it over to the bell-shaped rooftop of the starting platform.



Jump off the small moving platform and land safely on the roof of the starting platform. Carefully walk around the circular lip of the rooftop and collect the Gems there. A Minigame Portal is on this rooftop. Enter the Portal to visit the Rainbow Speedway, where you can win your first two Dragonflies from this level!

## RAINBOW SPEEDWAY MINIGAME

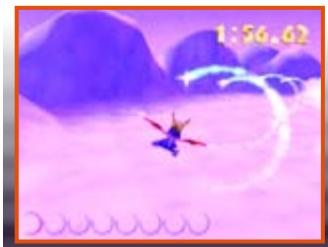


This large, colorful area features two different challenges for you to enjoy: Time Attack and Race the Riptocs. Complete both challenges, and you receive a Dragonfly for each one!

### Time Attack Challenge



The Time Attack challenge is broken down into four different objectives, each one a little tougher than the previous. First, you must fly through a short series of floating rings. Then you must Flame Breath a number of jumping yellow stars. The last two objectives are to knock down the flying Riptocs and then chase down the Riptocs that race around on the rainbow track. Complete these four objectives within two minutes to win the Time Attack challenge!



You see the rings first. Fly through each ring to complete the first objective. If you miss any of the rings, start the challenge over and try to fly through each one on the first pass.



With the rings done, either go after the yellow stars or chase down the flying Riptocs (save the racing Riptocs for last). The fastest way to beat the Time Attack is to knock down the flying Riptocs first, then go back for the stars.



After you fly through the final ring, look for the flying Riptocs, which fly on beds in a circuit around the area.



Aim at the first flying Riptoc head-on and use your Flame Breath when you get within range. The Riptoc is knocked out of the sky.





Continue to knock down each of the flying Riptocs. It's faster to come at them head-on rather than chasing them from behind. Knock each flying Riptoc out of the sky as you go or you'll waste time backtracking for any that you missed.



If you complete the flying Riptoc objective on your first run, you're in a perfect spot to begin working on the yellow stars objective. Take a long, wide left turn after you've knocked the last Riptoc from the sky and make your way around the dome-shaped roof to your left.



You can see the first yellow star below. If you had gone for the stars right after completing the floating ring objective, then this would be the last star that you'd have encountered.



Fly from one star to the next, and use your Flame Breath on each star when you're within range. The yellow stars jump around on small platforms, which you can land on if you're having trouble Flaming them while flying. However, you'll lose a few seconds if you stop to land on each of the star's platforms.



With the yellow star objective completed, chase down the cart-racing Riptocs. Depending on how quickly you completed the other three objectives, you may have over a minute still left on the clock!



Head toward the rainbow that the Riptocs are using as a race track. Land on the track and charge ahead at full steam (after you're facing in the proper direction). It's much faster to charge at the racing Riptocs head-on rather than trying to catch them from behind.



Try not to miss any Riptoc racers as you plow through each one. If you miss one of the Riptocs, just keep on going. Turning around takes up too much time and you may miss several more Riptoc racers, so stay on course and try not to miss a single one.



With the four objectives completed in less than two minutes, you've successfully beaten the Time Attack challenge! You're skills are amply rewarded with a Dragonfly, Tashistation. Way to go!

### Race the Riptocs Challenge



This second Rainbow Speedway challenge is a flying race that takes place at the Rainbow Speedway. The race consists of three laps around a large circuit of colored rings. Although the flying Riptocs are fast, you're faster!



You start the race in sixth place, and your objective is to complete the three laps and finish in first place. You must fly, in order, through each of the floating rings. If you miss any rings, the race ends and you must start over. Stay on course and zip through each ring.



Speaking of rings, there are two different types: gold and green. You must pass through the gold rings eventually, but a green ring indicates the next ring that you must fly through. Always aim for the green-colored rings, and you'll always be on track!



Follow the red dots, which mark the easiest and safest route around the circuit, to get the feel of the course. However, once you know where each ring is located, you can cut corners and invent shortcuts. The red dots are only a guide; you don't have to (and shouldn't) follow them the entire way. Use them at first to learn the layout of the rings, then go for speed once you've become comfortable with the course.



There are also floating, green-colored stars stationed along the course. These stars cause you to speed up for a short time, giving you the extra velocity necessary to finish in first place.



Although some green stars are positioned in line with the next approaching green ring, a few stars are off course. These "off-course" stars cause you to fly so fast that you may end up missing the next green ring that you need to fly through! Angle yourself so that you line up with the next green ring as you pass through the star. This gives you a better chance at flying through the ring afterward.



You must finish in first place to win the Dragonfly prize at the end of the challenge. Learn the location of every ring and star in the circuit, then find the shortest, fastest route possible. Use the green stars to your advantage and fly through each one. By doing this, you can maintain a competitive speed throughout the race, leaving your Riptoc opponents in the breeze!



After you finish the race in first place, you're given a Dragonfly as a prize. Nice job; you've now captured Grayson!



With your first two Dragonflies collected from inside the Minigame Portal, walk around the lip of the rooftop and take the moving platform over to the upper section of the floating structure.



Jump onto the upper platform of the floating structure and walk around to the opposite side of the platform. Look out ahead of you to see another multi-tiered floating structure in the distance.



Jump and glide down to the lower section of the structure. Pick up every Gem, then ride up the Swirly in the center of this platform.



Ride the Swirly to a higher tier of this structure. On this platform are a few more Gems and a large strange-looking device. Collect the Gems, then examine the large device.



This is the first of the four machines that supply power to the bears' giant hourglass. Three nodes are attached to the machine. Equip your Electric Breath and zap each of the three nodes to power up the machine.



When all three nodes are activated, the machine begins to work again. It fires a thick beam of energy toward the giant hourglass. That's one machine down and three more to go!



With the machine activated, walk around the platform to the opposite side. From there, look out at the distant floating structure with four massive pillars standing on top of it. That's the next structure to explore.



Jump and glide over to the floating structure with the four massive pillars. Make a safe landing on this platform and collect more Gems and a Butterfly Jar.



Smash the Butterfly Jar to receive an Extra Life from the Green Butterfly. With this platform clear of all items, look over at the next floating structure.



From this position, make another long glide over to the lower tier of the next floating structure.



Nab more Gems from this platform, then ride the Swirly to the tier's upper structure.



When you're out of the Swirly, pick up the Gems from this upper platform. When you're done, look over at the nearby bridge.



You'll travel across the lower part of this short, pillared bridge, but look at the top of the pillars first. There are Gems on top of the pillars! You can't reach those Gems until you come to the very end of the level, but remember where they are.



For now, look toward the starting platform. You've nabbed everything from all the floating structures in this first area, so move on.



Jump and glide down to the platform where you found the Dragon Rune. Hover down onto it for a safe landing. If you entered the Minigame Portal earlier, the pillow-wielding Riptoc has reappeared here and must be destroyed again.



After you deal with the Riptoc, proceed across the walkway (which you ignored earlier) toward the small circular structure ahead. Flame the star-shaped Fodder on your way if you need to heal up.



Enter the structure and collect the Gems inside. Smash the Vase and Basket for their Gems, too. Now look for the doorway that leads out to the short, pillared bridge and head through it.



A new enemy awaits you on the bridge. These crossbow-wielding Riptocs fire bolts at you from a distance in a highly annoying fashion. This is a great chance to test out your newly acquired Wing Shield ability! Bring up your Wing Shield and deflect the crossbow-wielding Riptoc's bolts. When you have an opening, charge or use your Flame or Electric Breath to take out these enemies.



With the crossbow-wielding Riptoc defeated, proceed across the pillared bridge, collecting every Gem as you go. At the other end of the short bridge you encounter another pillow-wielding Riptoc. Flame the Riptoc, then check the rest of the bridge for any Gems you may have missed.



Enter another small circular structure on the other side of the bridge, and use your Flame Breath on the pillow-wielding Riptoc inside. Collect the Gems from this small structure, then look for a doorway that leads to a blue-colored hallway.



Charge through the Riptoc to quickly take it out. With the crossbow-wielding Riptoc taken care of, make your way down the hallway ahead.



The square room ahead is fairly large and has a pool of water at its bottom. Several stepped platforms wind upward along the walls of the room, and three crossbow-wielding Riptocs are stationed at various points around the room.



One of the Riptocs is positioned so that it can fire a bolt at you when you enter the room. To prevent this, turn left after you enter the chamber and charge over to the Riptoc to take it out.



Enter the blue hallway and collect the Gems inside. As you near the end of the hallway, you encounter a crossbow-wielding Riptoc.





A number of Gems and green Bottles are on the floor of the pool, and now that you've taken care of the nearest Riptoc, explore the water below. Charge into each Bottle to break it open, then collect the Gems from inside the pool.



With the pool empty of items, hop out and go up the stepped platforms along the walls. A jumping yellow star, which you can attack for Butterflies if you've been injured, is located on the long, straight platform about halfway up.



Continue up the stepped platforms, and prepare to take out any bolt-firing Riptocs that you encounter. Collect every Gem as you go up the platforms until you reach the top.

## Area 2



The second area is a massive, wide-open circular platform. Several structures stand all around the general area, and a distant platform floating off to the left features another hourglass-powering machine for you to activate.



The entire area is filled with Gems, Baskets, and Vases, but ignore them for the moment. Two pillow-wielding Riptocs are keeping watch over things here, so first get rid of them with your Flame Breath.



With the Riptocs taken care of, collect the Gems from this area. Check around thoroughly, and smash open every Basket and Vase. If you're injured, attack the nearby yellow stars for Butterflies.



Another hallway is located on the opposite side from where you entered this area, and a large, dark Storm Cloud is guarding it. You'll run into more of these enemies later on in the level, who attack you with lightning if you get too close. Get rid of a Storm Cloud by attacking it with your Flame Breath from a safe distance.



Once you've opened every Vase and grabbed every Gem, locate the sleepy bear that's standing near the center of the area. Talk to the bear, Thimble, and he tells you that a thief has stolen his magic wand! Thimble needs the wand to power up a Swirly to the next hourglass machine and asks you to get it back for him.



The thief is running around in this area, so be on the lookout! You may have seen him earlier while you were collecting Gems. Once you spot the thief, charge after him until you ram him from behind.



The thief drops his sack, which contains Thimble's magic wand! Collect the wand, then return to Thimble and talk to him again.



Thimble thanks you for returning his wand, and is now able to activate the Swirly located in the center of the pillared structure behind him. With the Swirly activated, you can reach the tops of the roofs and pillars in this area.



Ride to the top of the Swirly, where it drops you off inside the roof of the structure. Collect the Gems from inside the roof, then look out the opening toward the next platform.



Jump to the circular platform below that has a checkerboard design on it. From this opening, jump and glide down onto the circular platform.



Make a safe landing and collect the Gems on top of the circular platform. Look up to the next one, where a crossbow-wielding Riptoc is ready to shoot bolts at you.



There's not enough room for both of you to stand here, so take out the crossbow-wielding Riptoc as you glide in for a landing on the pillar. Then look out at the two other pillar platforms ahead.



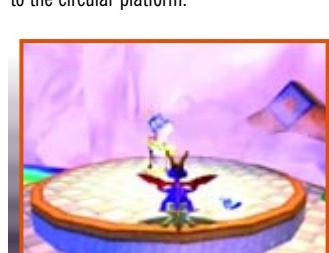
Look out at the rainbow walkway nearby. You can jump and glide onto the rainbow from here, so do it. After you land, run along it and pick up every Gem as you go.



Jump and use your Flame Breath on the Riptoc before it has a chance to fire. Collect the Gems on this platform, then hop across to the next one ahead.



Nab the Gems from this platform, then attack the Butterfly Jar in the center for an extra life. With this platform clear of all items, look out and over at the next two.



While you're gliding in or as soon as you land on it, take out the crossbow-wielding Riptoc guarding the circular platform. Collect the Gems along the rim of this platform.



With all of the Gems collected from the rainbow walkway, jump and glide over to the hourglass machine. Collect the Gems from this platform, then switch to your Electric Breath and zap each of the machine's three nodes.



A crossbow-wielding Riptoc is stationed on top of both platforms ahead. One of the platforms is the top of a pillar, and the other is a larger, circular platform. Jump and glide over to the top of the pillar first, ignoring the circular platform for the moment.





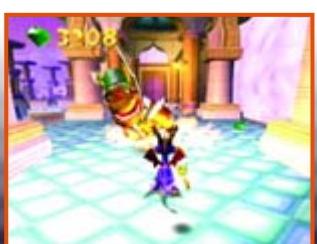
Make a quick check around for remaining Gems, then head for the hallway that the Storm Cloud was blocking earlier.



Enter the hallway and make your way through, collecting Gems as you go. Two yellow stars bounce around near the end of the hallway. Attack them for health-restoring Butterflies.



Continue down the hallway to a small circular chamber. Collect the Gems from the small chamber, then proceed out the doorway leading to another pillared bridge.



A pillow-wielding Riptoc guards the opposite end of this short bridge, so charge up and use your Flame Breath on it. Scour the bridge for Gems, then cross the bridge and enter the circular structure ahead.



This is another small circular chamber filled with Gems. Pick up all the Gems, then look out the doorway to the next area.

### Area 3



The third area is similar to the first area. Several large floating structures populate the region, and you must make some risky jumps in order to reach each one. Make good use of your gliding and hovering moves, and use sound judgment as you navigate this area.



A small circular platform is visible from the doorway to the third area. Jump and land on the small platform, then jump across to the first floating structure.



A crossbow-wielding Riptoc and a Storm Cloud guard this platform. Use your Flame Breath to get rid of both enemies, then collect the Gems from this platform. Grab everything from this first floating structure, then look over at the next one.



This is the first risky jump in this area. Get a good running start and glide over to the floating structure.



A small circular platform moves between you and the next floating structure. Jump onto the platform when it's closest to you, then jump from the platform onto the structure's steps.



A Storm Cloud awaits you on this platform, so take it out first with your Flame Breath. Now collect every Gem on this platform.



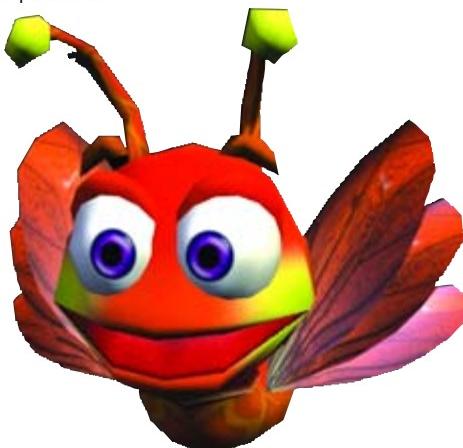
Another Storm Cloud is on this platform, so take it out with your Flame Breath. Pick up the nearby Gems, but don't charge off the platform while smashing open the numerous Vases. Clear this platform, then look over at the next floating structure.



Jump into the Swirly in the center of this platform and ride to the platform above.



Gems line the outer edge of this upper platform, so walk around carefully and pick up each one. A pillow-wielding Riptoc is up here, so take it out with your Flame Breath.





A small circular platform off to one side takes you upward to yet another floating structure, where the third hourglass-powering machine is located. Jump onto the small platform when it comes close enough and ride it over to the structure with the hourglass machine.



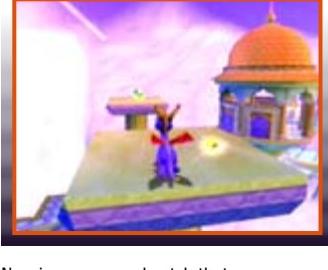
That does it for this platform, so jump back onto the small circular platform and ride it back over to the upper tier of the structure with the Swirly.



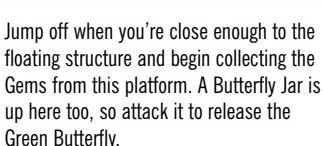
This is a difficult jump because of the long distance and small landing spot. Give yourself a short running start and jump out as high and as far as possible before you begin to glide. Glide straight over to the top of the nearest pillar and hover up onto it.



You've already cleared items from the below platform, so jump across to the lower portion of the structure with the Swirly.



When you land on the upper tier, turn right and walk along the edge for a bit until you're in a good spot to look out at the center of the area.



Jump off when you're close enough to the floating structure and begin collecting the Gems from this platform. A Butterfly Jar is up here too, so attack it to release the Green Butterfly.



There's a green Dragonfly buzzing around the top of one of the pillars of a distant floating structure. From your current position, make a long glide over to the tops of the pillars.



After you safely land on the pillar, use your Bubble Breath to catch Silvia, your fourth Dragonfly from this level! After you capture Silvia, drop down off of the pillar and onto the platform below.



From this spot, the small circular platform moves between you and a distant floating structure below. Jump onto the moving platform as it approaches and ride it down to the only floating structure in this area that you haven't visited yet.



**TIP**

Because the next floating structure is so far away and below you, the small moving platform isn't necessary. Simply jump and glide over to the structure from this upper tier!



Jump off the moving platform and land safely on the floating structure below. Collect the Gems from this platform, then enter the hallway nearby.



An orange Dragonfly buzzes around just inside the hallway. Switch to your Bubble Breath and catch Iceboy, your fifth Dragonfly from this level! Go back and collect any Gems that you missed while chasing Iceboy.



Make your way through the lengthy hallway, and pick up every Gem as you go. Several yellow stars bounce around inside the hallway. Follow the hallway until you reach the other end, where Zoe awaits you.

**Area 4**

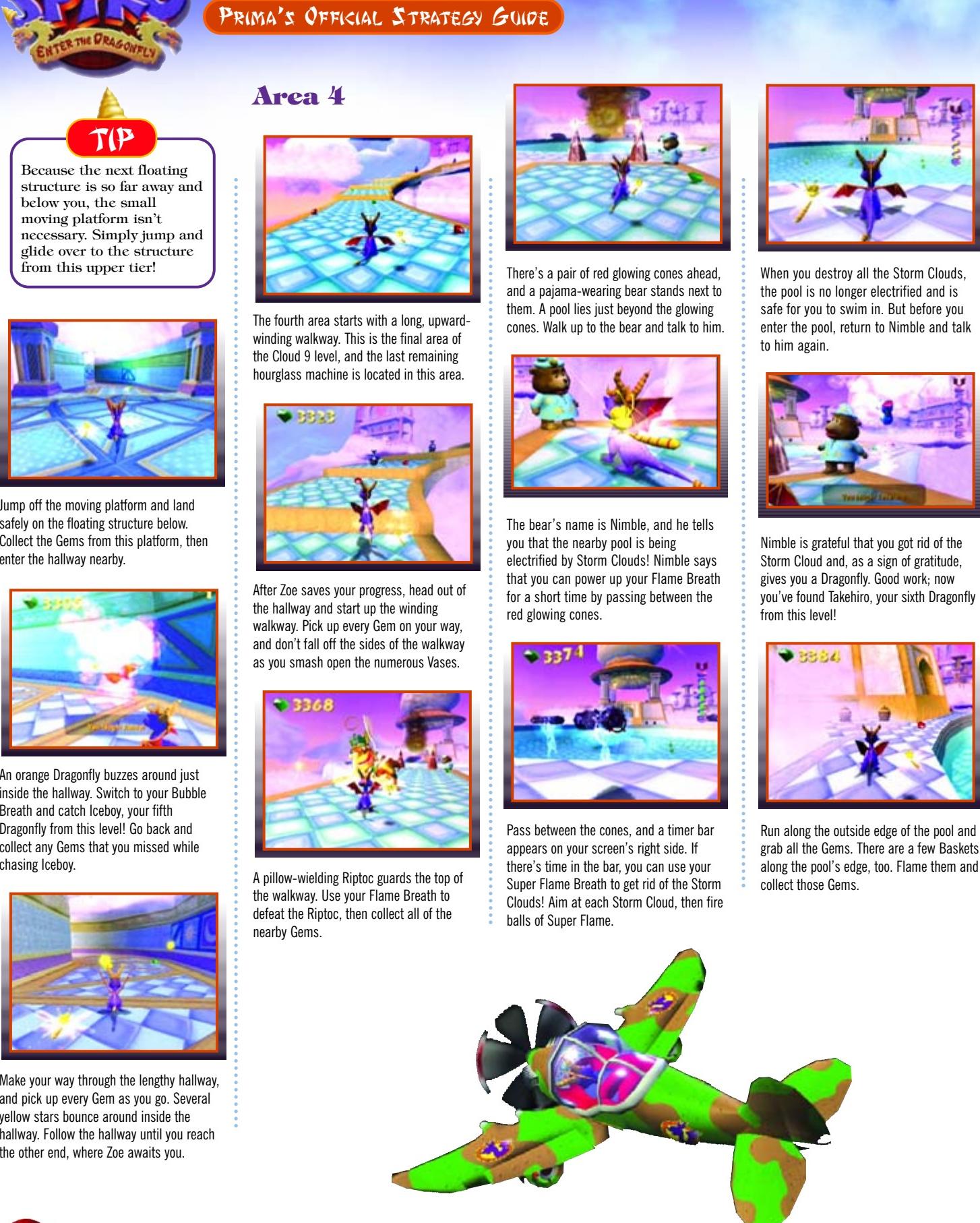

The fourth area starts with a long, upward-winding walkway. This is the final area of the Cloud 9 level, and the last remaining hourglass machine is located in this area.



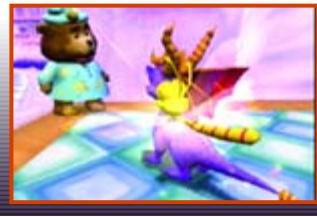
After Zoe saves your progress, head out of the hallway and start up the winding walkway. Pick up every Gem on your way, and don't fall off the sides of the walkway as you smash open the numerous Vases.



A pillow-wielding Riptoc guards the top of the walkway. Use your Flame Breath to defeat the Riptoc, then collect all of the nearby Gems.



There's a pair of red glowing cones ahead, and a pajama-wearing bear stands next to them. A pool lies just beyond the glowing cones. Walk up to the bear and talk to him.



The bear's name is Nimble, and he tells you that the nearby pool is being electrified by Storm Clouds! Nimble says that you can power up your Flame Breath for a short time by passing between the red glowing cones.



Pass between the cones, and a timer bar appears on your screen's right side. If there's time in the bar, you can use your Super Flame Breath to get rid of the Storm Clouds! Aim at each Storm Cloud, then fire balls of Super Flame.



When you destroy all the Storm Clouds, the pool is no longer electrified and is safe for you to swim in. But before you enter the pool, return to Nimble and talk to him again.



Nimble is grateful that you got rid of the Storm Cloud and, as a sign of gratitude, gives you a Dragonfly. Good work; now you've found Takehiro, your sixth Dragonfly from this level!



Run along the outside edge of the pool and grab all the Gems. There are a few Baskets along the pool's edge, too. Flame them and collect those Gems.



Now dive into the water and begin charging into and smashing the green Bottles on the bottom of the pool. Collect all the Gems from the Bottles, then swim through the pool's underwater tunnel and jump out of the opening on the other side.



When you hit dry land, explore this new platform and pick up every Gem. Look over at the next floating structure.



From this position, the fourth and final hourglass machine is visible standing on the next floating structure. Make a running jump, glide over, and hover onto the structure with the hourglass machine.



A crossbow-wielding Riptoc guards the machine, so charge into her before she can give you any trouble. With the Riptoc out of the way, collect the Gems on this platform, then walk up to the machine.



Switch to your Electric Breath and activate each of the machine's three nodes. The machine fires a beam of red energy at the giant hourglass. With all four machines up and running again, the giant hourglass has been repaired.



Walk around the machine and look over at the next platform. From the position shown above, you can jump and glide over to the next platform.



Take out the crossbow-wielding Riptoc that's stationed on this platform. Pick up all of the nearby Gems, then proceed across the short walkway ahead.



A pillow-wielding Riptoc guards the walkway. Use your Flame or Electric Breath to defeat the Riptoc, then grab any remaining Gems from the walkway. Clear the walkway, then head across it to the platform on the other side.



This platform holds many items of interest. A massive building, which you enter via a doorway on the right side, takes up most of the space. Gems are scattered all about, and a pajama-clad bear waits for you near the Dragon Realms Portal. Walk up to the bear and talk to him.



The bear's name is Danny, and he thanks you for getting the hourglass working again. For all of your hard work, Danny rewards you with a Dragonfly. You've now caught Rick, your seventh Dragonfly from this level!



Check out the surrounding area and pick up the Gems. Check both sides of the massive building for Gems, too.



Clear the area, then head for the nearby doorway and enter the massive building. Proceed through the long, narrow hallway, and pick up every Gem as you go.



You come out of the hallway on the other side of the building. A small moving platform travels between the building and a floating structure with four large pillars. Use the moving platform to reach the pillared structure or jump and glide down without using the moving platform.



Collect all the Gems scattered around the platform, then use the moving platform to get back up to the massive building.



On your way up you see a ladder going up the side of the building! Jump off of the moving platform when you're close enough, then jump onto the ladder and climb up.



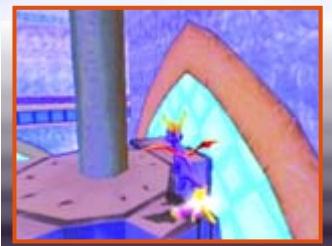
The ladder leads up to a chamber filled with giant gears and mechanisms. More importantly, there's an orange Dragonfly buzzing around the room!



Switch to your Bubble Breath and chase after the orange Dragonfly. It moves all around the room trying to avoid you, but there's nowhere to hide from your Bubble Breath! Catch the Dragonfly, named Goose, and you've found your eighth Dragonfly from this level!



Jump up the gears and walk across the ledge along the wall. At the end of the ledge, a ladder leads upward even higher. Jump onto the ladder and climb up.



When you reach the top of the ladder, move all the way to the left, then jump off it. Land on the ledge to the left and make your way along the ledge until you see some more large gears.



Jump from the ledge and land on the first gear, then make your way across the large gears to the other side of the room. You see a tunnel entrance when you reach the last gear. Jump over and land inside the tunnel. The second Minigame Portal is located just around the first corner in the tunnel. Enter the Portal to play the Spitfire—Sky Base minigame, where you can win your ninth Dragonfly from this level!

## SPITFIRE—SKY BASE MINIGAME



For this challenge, you pilot the Spitfire airplane and protect the Puffy Palace from being sacked by Riptoc battleships! Destroy all four Riptoc battleships to win the Dragonfly prize!



The Spitfire comes standard with an unlimited amount of missiles and machine-gun bullets. Fire a missile and shoot machine guns.



Your health meter is located in your screen's upper-left corner. You lose a small portion of health every time a flying Riptoc hits you or any time you fly into a solid object. If your health bar becomes empty, you must try the minigame again.



There's only one thing for you to worry about during this challenge—the flying Riptocs. The battleships are too big and slow to be threatening, but they can withstand an incredible amount of punishment. On the other hand, the flying Riptocs are much faster, and they fire machine guns at you.



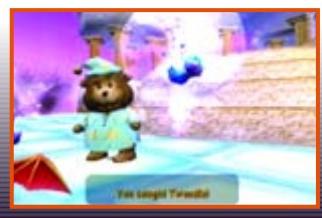
Missiles are your primary weapons for this challenge. They pack a heavy punch and have limited homing capability. Use your missiles against the battleships and flying Riptocs alike.



The battleships require several direct missile hits to be destroyed. Fly in a circular pattern around to each battleship and fire volleys of missiles at each one as you pass by. Dodge the flying Riptocs and concentrate your fire on the battleships.



When hit, the battleships begin to smoke, then they catch fire. After enough direct hits from your Spitfire's missiles, the battleships drop from the sky ablaze. Drop all four battleships to win the challenge!



For protecting the Puffy Palace from the Riptoc battleships, you're rewarded with a Dragonfly named Tweedle. Way to go, Spyro!



After you return from the Minigame Portal, drop down to the bottom of the chamber and walk up to the doorway from which you entered. Don't drop out of the doorway; look out at the ledge to the left side of the doorway.



Jump out onto the ledge from the doorway. Walk around the ledge to the side of the building, where a green Dragonfly is hiding! Switch to your Bubble Breath and capture Margaret, the tenth and final Dragonfly from this level!

### FINISHING UP: THE MOST INSANE JUMP EVER



You aren't quite finished yet, Spyro. You must get the remaining Gems in this level. They are at the top of the pillared bridge in the first area that was covered with Gems. You can now reach them!



Return to the doorway leading into the gear-filled room. Face away from the building and look over at the platform with the four pillars in the distance. From this ledge, jump and glide over to the top of the nearest pillar.



Hover to make a safe landing on top of the pillar, then face the pillar diagonally across from this one. Jump and glide over to that pillar, then hover up onto it.



From here, look out at the entire area below you. It's the first area of the level! The pillar that you're standing on is very high, so you can jump and glide from this point all the way to the top of the pillared bridge and collect the rest of the Gems from this level.



This is one insane jump. You can't even see the pillared bridge from here, but Spyro's looking right at it in this screen. The bridge is between those two orange bell-shaped rooftops!



Give yourself a short running start, then jump and glide off of the pillar, heading straight for the orange bell-shaped roof in front of you.



Continue gliding toward the orange rooftop. As you approach the roof, turn slightly to your left so that you glide straight past it.



When you pass the first orange rooftop, swing back in to the left and glide down onto the top of the pillared bridge. Hover so that you don't miss the narrow top of the bridge.



You made it! The remaining Gems are all here, so collect them all. There's no center surface to stand on up here, so don't fall down onto the bridge below!

**NOTE**

You should now have approximately 50 percent of the game completed (check your Atlas). After you complete 50 percent or more of the game, you can use Sparx to help you find hidden Gems! Press down on the left and right Analog Sticks until they click, and Sparx points in the direction of the nearest Gem. Use this to help you find those last few Gems in a level so that you can complete it!



Because you found all the Dragonflies and Gems in this level, go home to the Dragon Realms. Either backtrack to the Dragon Realms Portal, which is near the front of the massive building in Area 4, or select

- Exit Level from the Pause menu.



At this point, flip back to the "Walkthrough: Dragon Realms" chapter, then skip ahead to the "Fifth Visit: After Cloud 9" section to find out what to do next. Well done!



# CHAPTER 10

## LEVEL 5

# HONEY MARSH



= Dragonfly

= Minigame Portal

= Dragon Realms Portal



Jimmy-Bob's raft takes you to the Honey Marsh, the fifth level of the game. The alligators need your help; Riptocs have invaded their peaceful home!



### Area 1



The first area is a small clearing. Surrounded by lakes made of honey. You will be hurt if you fall into the honey lakes in the first area of the Honey Marsh.



Talk to the blue alligator in front of your starting position. It's Jimmy-Bob, who tells you that the Riptocs are draining all the honey from the Honey Marsh! You agree to help Jimmy-Bob as long as you can keep all the Dragonflies that you find along the way.



A Beehive stands a short distance behind Jimmy-Bob. These are special types of containers that appear only in the Honey Marsh level. Smash the Beehives, then collect the Gems from inside. Watch for other Beehives throughout the level and open each one.



## PRIMA'S OFFICIAL STRATEGY GUIDE



Collect all the Gems in the small clearing before you move on. Two little pigs (Fodder) run around in the clearing. Attack the pigs for Butterflies whenever your health is low.



These evil Riptocs fire long-range laser beams at you, which cannot be blocked by your Wing Shield ability. The gun-wielding Riptocs are vulnerable to any form of breath attack, but they cannot be harmed by your charging attack.



Follow the path until you come to the top step. Grab the Gems from here, but don't fall into the pool of honey while you smash the Vases.



Jump onto the small platform that's floating on top of the honey to your left. Take out the banjo-wielding Riptoc as you're about to land on the small platform, then collect the few Gems.



After you grab every Gem from the clearing, follow the stone path to the steps. Collect the Gems from the first step, then jump up to the next, where two Riptocs wait to attack you.



After you've dealt with the gun-wielding Riptoc, pick up every Gem from this step. Follow the stone path to the next series of steps.



Follow the path down the next few steps. The last step contains several more Gems, a few Baskets and Vases, and a few more Beehives. Break open all the containers and collect every Gem.



Jump onto the grass and back up so that the gun-wielding Riptoc loses sight of you. When he does, charge and then jump at the gun-wielding Riptoc. Use your Flame Breath as you jump to defeat the Riptoc without being hit by his laser beam.



These Riptocs smack you with banjos if you get too close. The banjo-wielding Riptocs are vulnerable to any form of attack, so take them out in whichever way you choose.



Collect the Gems from the first few steps. Another gun-wielding Riptoc is waiting to attack you! Jump and use your Flame Breath to get rid of the Riptoc, then collect the rest of the Gems.



Ahead is the first of the six Honey Stills (the big bouncing contraption) with a gun-wielding Riptoc guarding it. A new type of enemy hovers in front of the Honey Still.



With the gun-wielding Riptoc destroyed, the Honey Still he was guarding becomes deactivated. For other Honey Stills, use your Flame Breath to deactivate them.



Collect the Gems from this step after you've taken care of the banjo-wielding Riptocs, then jump up to the next step. A new Riptoc enemy awaits.



These Giant Bees love honey, so they must be helping the Riptocs steal it from the Honey Marsh! Giant Bees attack you with their stingers. You can deflect the Giant Bees' stingers with your Wing Shield ability. Use your Flame Breath to take out these little pests from a safe distance.





Jump over to the banjo-wielding Riptoc on the other side of the Honey Still. Use your Flame Breath to destroy the Riptoc, then go up the stepped platforms, collecting the Gems.



There's a Butterfly Jar hidden on the second-to-last stepped platform. Smash it open, collect your Extra Life from the Green Butterfly inside, then jump through the doorway to the next area.

### Area 2



This closed-in area features several more wooden platforms along its outside wall and a large pool of honey in the center. Jump across the platforms to the gun-wielding Riptoc that guards the second Honey Still.



Use your Flame Breath to defeat the gun-wielding Riptoc as soon as you're within range. Now you're free to deactivate the second Honey Still.



Use your Flame Breath on the little wheel in the center of the Honey Still to deactivate the contraption. Collect any Gems from this platform.



With the second Honey Still deactivated, go across the wooden platforms. Two more Giant Bees guard one of the platforms; use your Flame Breath to take out both before you move on.



Once you reach the small patch of grass after the last of the wooden platforms, you're out of the closed-in area. Turn to your right and look at the small dark corner with two hidden Gems. Collect the Gems, then jump back onto the grass.



Go up the first few stepped platforms, which look like tree stumps. There's another small patch of grass on the other side of the three tree stumps with a Gem. Jump back up to the middle tree stump platform.



Jump from platform to platform, collecting all the Gems on each. Go up to the grassy high ground, where several items of interest await.



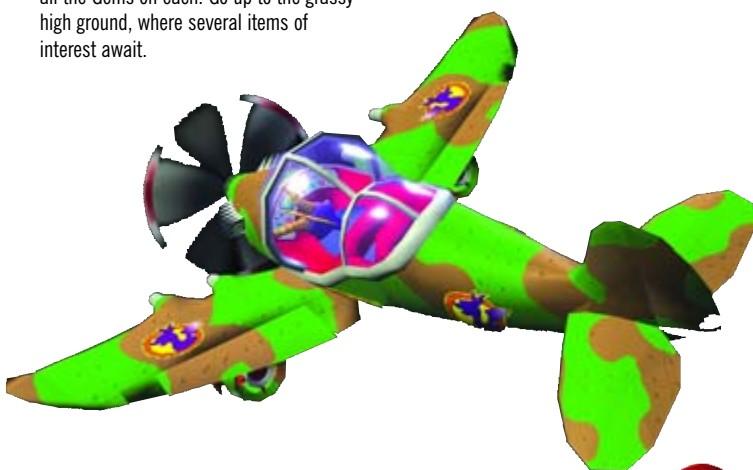
Your first priority is to take out the gun-wielding Riptoc. Once he's down, collect the Gems, but don't venture too far just yet.



Jump over the narrow stream of honey and take out the banjo-wielding Riptoc. Smash the nearby Vases and collect all the Gems, then jump back across the honey stream.



Head into the hollow tunnel through the large tree and collect the Gems. When you come out on the other side of the short tunnel, use your Flame Breath to get rid of the gun-wielding Riptoc.





Run to the third Honey Still. Take out the banjo-wielding Riptoc, then use your Flame Breath to deactivate the Honey Still. Three down and three more to go!



Zoe waits for you near another hollow tree tunnel. Save your progress, then enter the hollow tree. A Minigame Portal is inside this hollow tree. Enter the Portal to play the Honey Tank minigame, where you can win your second Dragonfly from this level!



You also face a couple different types of Riptocs. Some drive tanks and some are on foot. The enemy tanks are few and far between, but you encounter several Riptocs on foot throughout the course of the minigame.



Your tank's cannon is powerful enough to destroy almost any target with a single hit. The only exceptions are the high wooden platforms from which the Riptocs drop grenades, which require three direct hits to destroy. If you destroy a wooden platform, all of the Riptocs standing on it are destroyed during the fall.



You may have noticed a thief running around the area. Now that you've taken out all of the nearby Riptocs, chase after the thief—just don't fall into any honey!

### HONEY TANK MINIGAME



In this challenge, you drive a tank through the Honey Marsh and shoot down 20 Giant Bees within the time limit. Complete this challenging minigame to receive a Dragonfly prize!



When you catch the thief, he disappears, but he leaves behind his sack. A Dragonfly pops out of the sack! This Dragonfly is given directly to you. Nice job; you've now caught Duckweed, your first Dragonfly from this level!



The tank controls are exactly like the one you used in the Tank Training Area minigame of the Dragonfly Dojo level. There are several different types of enemies in this minigame. The Giant Bees are your primary targets; you must shoot all 20 out of the sky in order to complete the challenge.



The Riptocs on foot attack you with hand grenades. They hide behind stacks of sandbags and toss grenades as you approach. Sometimes they stand on top of wooden platforms and drop grenades down on you. Keep your distance from these



Aim and pick off your targets from a safe distance. This takes more time than just rolling through and firing at will, but not much more once you get the hang of it. If you attempt to complete this challenge without aiming, then you have a hard road ahead of you.



Riptocs because they can't throw their grenades very far.



You start off facing a barrier made out of a large log with a bull's-eye target painted onto it. Destroy these barriers with a single shot from your tank's cannon.





You occasionally must use a honeycomb raft in order to travel across the honey rivers. Drive your tank onto the raft so it floats to the next area. When you drive onto a honeycomb raft, your view changes.



After you shoot down all 20 Giant Bees within the time limit, you win Pliskin, the Dragonfly prize from this minigame. Nice job!



After you return from the Minigame Portal, head out of the hollow tree and jump across the stream of honey. Enter the hollow tree on this side of the stream and collect all the Gems.



When you come out through the other side of the tree's tunnel, turn left and walk around the tree. An orange Dragonfly is hiding over here! Switch to your Bubble Breath and catch Suzuki, your third Dragonfly from this level.



Now head for the next hollow tree, the one that the honey stream flows through. Grab all the Gems from inside the tree.



A Butterfly Jar sits on the ground on the other side of the hollow tree. Smash the Jar to release the Green Butterfly.



Return to the hollow tree and jump across to the other side of the honey stream flowing through it. Exit the tree on this side and collect all the Gems.



Once you clear this lower area of all Gems, move on to the higher ground. Jump onto the wooden platform across from the last hollow tree and collect the Gems you find there.



Go up the wooden platforms, collecting Gems as you go. Take out the banjo-wielding Riptoc, then jump onto the next platform.



Three Giant Bees buzz in the air, but only worry about the closest one for now. Get rid of the nearest Giant Bee, but leave the ones hovering over the flower and honeycomb platforms for later.



Jump up to the next wooden platform (shown above). From here, go up the stepped wooden platforms until you land on the first green leafy tree bough.



A yellow Dragonfly buzzes on this platform. Switch to your Bubble Breath and capture Russell, your fourth Dragonfly!



Jump from tree to tree as you head back to the beginning of this area. The last tree is hiding a Butterfly Jar on one of its boughs. Smash the Jar to collect the Green Butterfly, then continue across the platforms.



There's something on top of that large flower ahead, but you can't quite tell what it is from here. However, you can jump from this point and glide over to the flower to check it out.





Hey, it's a Key! This item will come in handy later on. Add the Key to your inventory, then jump across the tree boughs and wooden platforms until you reach those two Giant Bees again.



Use your Flame Breath on the Giant Bee hovering over the large flower, then grab the Gems from the flower. Look to next Giant Bee, which is hovering over a honeycomb platform.



The honeycomb platform isn't stable, and it rocks when you land on it. If you stay on the honeycomb for more than a second or two, you'll be dunked into the thick honey below and suffer some damage. When you jump to the honeycomb platform, Flame the Giant Bee while you're in the air and land on the platform. Then jump off the honeycomb quickly and land on the wooden platform ahead.



Climb the stepped wooden platforms until you reach the top one, where a gun-wielding Riptoc is stationed. Use your Flame Breath to take out the Riptoc, then collect the Gems from the wooden platforms.



The fourth Honey Still is across from the top wooden platform. Glide to the Honey Still and use your Flame Breath to deactivate it. That's four down and only two more to go!



Next, jump across two honeycomb platforms guarded by two Giant Bees. Glide over to the first one and use your Flame Breath to destroy the Giant Bee. Stay away from the edges of these two honeycomb platforms, or you may cause them to dip down into the honey.



Jump over to the second honeycomb platform and take out the Giant Bee. After you land, jump into the nearby entrance to a tunnel.



Go through the tunnel, collecting all of the Gems inside as you go. The tunnel takes you to the beginning of Area 3.



Start down the large flower platforms, collecting Gems and defeating the Giant Bees as you go. When you land on top of the sixth flower, look toward the tunnel mouth that you came through.



You can see a Swirly in the distance, which takes you to the first flower platform near the mouth of the tunnel. You don't need to use the Swirly, but drop down and glide over to it anyway.

## Area 3



You can't see much from the tunnel mouth except a Giant Bee hovering over a large flower. As you jump over to the flower, use your Flame Breath on the Giant Bee before you land.



More flower platforms are down here. Collect the Gems from each flower, and don't miss the one hiding near the Swirly.





Face away from the Swirly and look at the rest of the flower platforms. The next one has a Giant Bee guarding it, as well as an orange Dragonfly! Use your Flame Breath on the Giant Bee just before you land on the platform.



Proceed through the dark, narrow tunnel and pick up all the Gems inside. Zoe appears at the opposite end of the tunnel and saves your progress.



Jump to the next honeycomb platform, then to the tree stump platform nearby. Use your Flame Breath to take out the Giant Bee buzzing on the tree stump, then collect the Gems. Don't fall into the surrounding lake of honey when you smash open the Vase.



Collect the Gems from here, then approach the alligator waiting for you on the last tree stump. His name is Alex-Bob, and he asks you to knock down all of the Giant Beehives hanging from trees in the area.



Collect the Gems from this flower, then switch to your Bubble Breath and nab that orange Dragonfly. Good work; you've now caught Zwan, your fifth Dragonfly!

### Area 4



This next area is a huge vat of honey with several honeycomb platforms floating on top. Jump and glide your way over to the fourth honeycomb platform, where the fifth Honey Still is located.



There are more tree stumps ahead, but a gun-wielding Riptoc makes it difficult to jump over to them. Stand in the exact same position as shown in the picture above so that the Riptoc can't get a lock on you.



To knock down the five Giant Beehives, swallow rocks, then spit them out at each one. Behind Alex-Bob are some Gem-covered steps that lead to a small pile of rocks. This is where you pick up the rocks for spitting at the Giant Beehives.



Use your Flame Breath on the small wheel in the center of the Honey Still to deactivate it. Now there's only one more Honey Still left to find!



While the gun-wielding Riptoc's guard is down, jump and glide over to it. Use your Flame Breath to destroy the Riptoc before it can fire its laser at you, then land safely on the lowest stump.



Jump across the flower platforms, collecting every Gem until you land on a ledge near the entrance to another tunnel. Take out the banjo-wielding Riptoc in front of the tunnel.

To pick up a rock, walk up to the rock pile, and Spyro swallows one automatically. After you've swallowed a rock, aim and shoot it at each Giant Beehive. You can hit all five of them from this platform if you aim carefully. Otherwise, jump across the honeycomb platforms and knock the Giant.



After you've knocked down all five Giant Beehives, talk to Alex-Bob. He's amazed that you were able to complete the task, and he rewards you with a Dragonfly. Good job; you've now caught Lily, your sixth Dragonfly!



Run around the base of the large tree growing near Alex-Bob and collect the Gems hidden behind it. Once you're certain that you haven't left any Gems behind, jump across the stream of honey ahead.



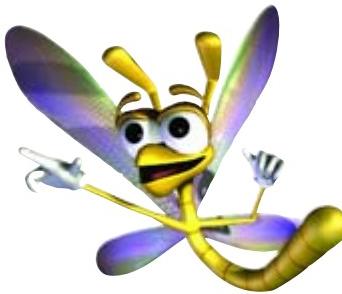
A gun-wielding Riptoc is stationed on top of a tree stump on the other side of the honey stream. Use your Flame Breath to get rid of the Riptoc, then collect all the Gems.



Jump onto the tree stump that the gun-wielding Riptoc was standing on. From there, jump over the honey below and land on the next tree stump ahead.



Collect the Gems from the stepped tree stumps, then drop down off the side and onto a narrow patch of grass. Smash open the Vases, then jump across the honey and smash those Vases, too. Now jump back up the stepped tree stumps.



On the last stump, turn to your left and jump onto the wooden platform sticking out of the wall. Head up the wooden platforms, collecting Gems and destroying the banjo-wielding Riptoc with your Flame Breath.



The wooden platforms lead up to a grassy high ground. Up here, you can see the final Honey Still and the Dragon Realms Portal. Before you head to the Honey Still, look out at the center of the area.



From this height, you can jump and glide over to the tops of the tall tree stumps growing out of the lake of honey below. Jump and glide to the first tall tree stump.



The next tree stump isn't as tall as this one, but there's a green Dragonfly buzzing around on top of it. Switch to your Bubble Breath and jump onto the tree stump.



Use your Bubble Breath to catch the Dragonfly, named Gori. Nice job; you've now caught your seventh Dragonfly!



Continue to jump from treetop to treetop and collect every Gem that you see along the way. The last tree has a treasure chest sitting on it!





Approach the chest, and you unlock it automatically with the Key that you found in Area 2. Out of the chest pops a Dragonfly! Now you've found Tim, your eighth Dragonfly from this level.



Now that you've grabbed everything of value from the treetops, go up to the grassy high ground. Jump over both honey streams as you head for the last Honey Still.



Use your Flame Breath to deactivate the sixth and final Honey Still, then talk to Warren-Bob, the blue alligator standing nearby. He gives you your ninth Dragonfly, Taka, as a reward for foiling the Riptocs' evil plans. Nice work, Spyro!



Jump to the Dragon Realms Portal, but don't enter yet. Grab the Gems near the Portal, then turn around and look at the waterfall of honey.



There's a secret passage behind the honey waterfall! Jump to the passage and follow it through to the end, collecting every Gem along the way.



The secret passage takes you to a small area that's littered with Gems. Drop onto the floating honeycomb platform directly ahead, then jump onto the grass-covered ledge below.



Collect every Gem from this grassy ledge, then look over at the small cave across the way. There's a Minigame Portal inside the cave! Jump over and enter the Portal to play the Honey Slide minigame, where you find the tenth and final Dragonfly from this level.

### HONEY SLIDE MINIGAME



In this challenge, you must race a Giant Bee down a slide made of pure honey. Beat the Bee to the bottom of the slide to win the Dragonfly prize from this minigame.



Beating the Giant Bee down to the bottom of the slide is not the most difficult part of this minigame. The real challenge lies in staying on the slide as you jump gaps and take turns at high speeds on your way down.



Jump as you make your way down the long slide. There are many gaps and hurdles to clear as you zoom down the slide, so keep a watchful eye on the approaching terrain.



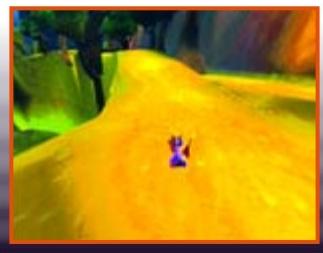
The Giant Bee takes the early lead as you begin down the slide, but you pass it quickly as you pick up steam. When you jump over the first gap in the slide, aim to land on the right side of the track and take the higher, narrower path.



Make your way down the slide until you come to another split path. Take the higher, narrower path to avoid the obstacle-filled lower path; jump the gap in the middle of the higher trail to avoid a nasty fall.



Jump over several hurdles and gaps as you weave down the slide. Just past a thick group of trees, a wide gap approaches with only a thin bit of slide spanning it. You can't jump across this gap without going at least partway across the thin portion of the slide, so line yourself up before you reach the wide gap.



The slide narrows a short distance past the previous wide gap, then it makes a sharp left turn. Aim for the higher, narrower path when you come out of the turn to avoid the obstacle-filled lower path. Jump the only gap in the middle of the higher path.



The rest of the slide is wide and free of obstacles. When you reach the bottom, run up and talk to the blue alligator waiting for you there.



Two-Eyed Willy is so impressed that you beat the Giant Bee down the slide that he gives you a Dragonfly as a prize! Nice sliding, Spyro; you've now caught Clubtail!



After you've collected the last Dragonfly from inside the Minigame Portal, glide back over to the grassy ledge. From there, go down the series of floating honeycomb platforms, and pick up every Gem along the way.



A second grass-covered ledge appears at the bottom of the honeycomb platforms. Land on the ledge, then turn to your right and look at the mouth of a tunnel ahead.



Jump and glide into the tunnel from the grassy ledge. Go through the short tunnel, collecting the Gems inside.



The tunnel brings you to the first area of the level, but now you're on top of a high ledge that couldn't be reached before. Should you happen to accidentally fall off the ledge, a Swirly conveniently appears nearby.



Collect the Gems from the small ledge. After you've picked up all of the Gems from here, a message saying that you've found all 800 Gems from this level appears at the top of the screen. If the message doesn't appear, search through the level again to find the Gems that you've missed.



Now that you've completed the Honey Marsh level, return to the Dragon Realms. Backtrack to the Dragon Realms Portal, which is located near Warren-Bob and the final Honey Still in Area 4. Enter the Portal to return to the Dragon Realms.



At this point, turn back to the "Dragon Realms" chapter. Skip to the "Sixth Dragon Realms Visit: After Honey Marsh" section to find out what to do next. Well done!





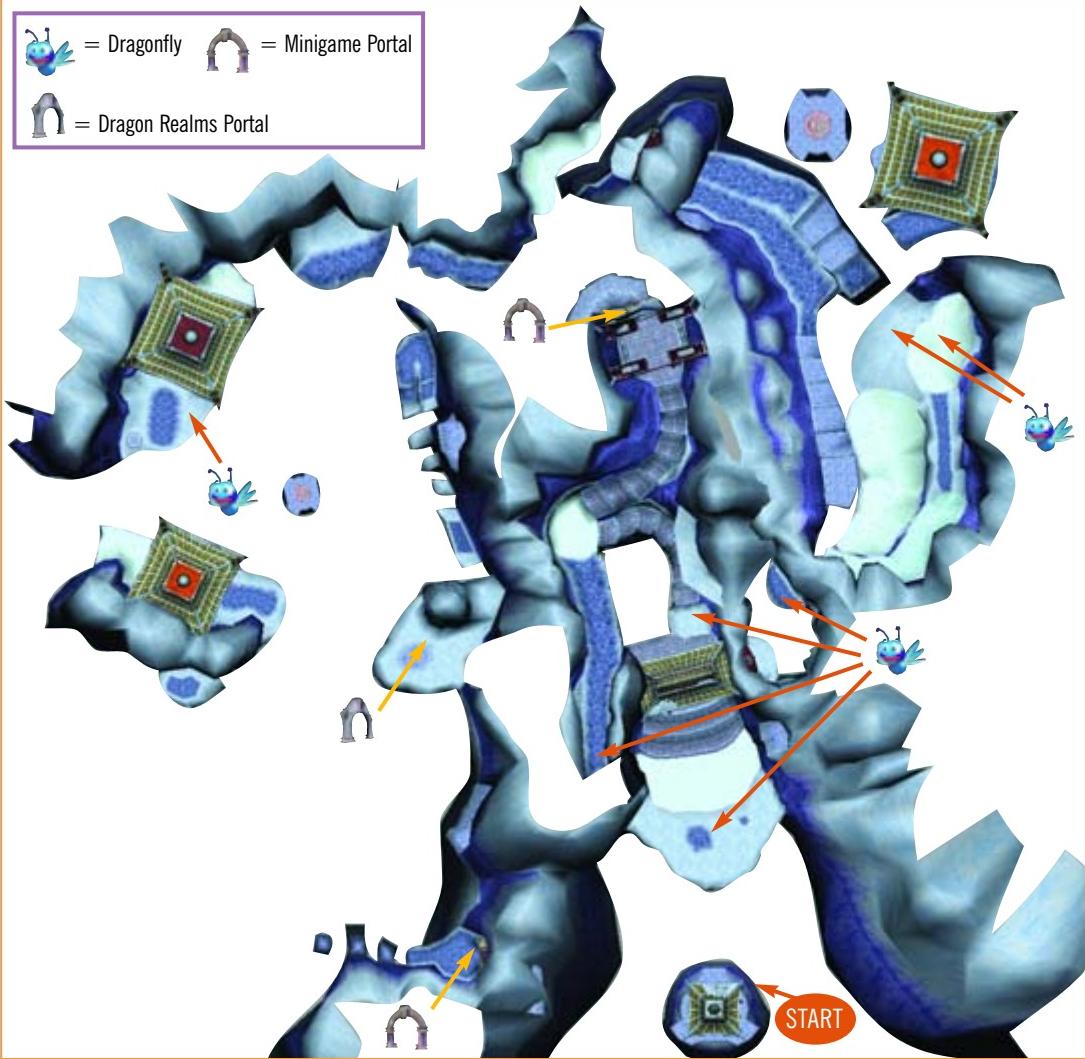
## CHAPTER 11

## LEVEL 6

## MONKEY MONASTERY



= Dragonfly    = Minigame Portal  
 = Dragon Realms Portal



When you arrive, Brother Krinkle tells you that evil Riptocs have invaded the once peaceful monastery! Consequently, the monastery's main entrance gate has been completely sealed off. The monkeys need your help, Spyro!

## Area 1



You begin on a small floating platform that features only a few Gems. Collect the Gems, then make a running jump and glide over to the clearing in the distance below. It's a good long leap away from the starting platform, but there's nowhere else to go!



Spyro rides Brother Krinkle's balloon-powered airship to the distant Monkey Monastery level, the game's sixth level. This level is covered with snow and slippery ice, which makes it easy to slide off the steep cliffs and ledges. Be careful out there!



Make a safe landing and check out this clearing. The first section is covered in snow, and Gems are scattered all over it. Grab the Gems, but beware of the two new types of enemies that roam about here!





These enemies are called Mammoths, and they love charging after their prey! Whenever you hear or see a Mammoth, run at them head-on and defeat them with your Flame Breath. They aren't so tough after all!



If you were hurt in your fight with the two Mammoths, attack the nearby Fodder creatures (which look like white bunnies in the Monkey Monastery level). Continue to explore this area.



A yellow Dragonfly buzzes around. Chase the little guy down and catch it with your Bubble Breath. Nice work; you've just caught Foamy, your first Dragonfly from this level!



There's a lot of ice at the bottom of the steps. When Spyro encounters ice, he uses his sharp claws as skates in order to maintain speed and stability on the icy surface. Clear this lower area of all Gems, then skate around a bit. Get used to controlling Spyro on this new surface; you'll be seeing a lot more of it!



Now it's time to move on. Climb the stairs and you see that the massive doors of the monastery gate have been sealed.



Not to worry; there's a side trail just to your right! Follow the short path to where it abruptly ends and pick up all the Gems there.



## PATH TO AREA 2



Jump across to the platform with the brown treasure chest. Get a running start and glide down to the platform. Grab the Gems here and inspect the treasure chest.



You need a Key to open this chest, which you don't have yet. You'll find the Key later in the level, so remember the chest's location.



Next, jump across to the ledge with the two Baskets, but watch out! This ledge is covered with ice, and it causes Spyro to skate on his claws. Luckily, there's a wall on the other side, which stops you. Carefully grab the Gems here, then proceed up the short path ahead.



Make a running jump over to the next platform and be prepared for more ice when you land. Carefully skate around and collect the Gems here. Continue along this icy path, grabbing every Gem that you see along the way.



Here you encounter another Mammoth. Dispatch this one in the same way as you did the others; give it a healthy dose of Flame Breath!



There are two new enemies up ahead. The first is a club-wielding Riptoc. You can either charge into this enemy or use your Flame or Electric Breath to take them out. Breath attacks are recommended, because getting into close range with any club-wielding Riptoc could be a big mistake!



The other new enemy is a snowball-wielding Riptoc. It looks similar to the club-wielding Riptoc, but instead of swinging a club, it throws snowballs at you! Snowball-wielding Riptocs also carry shields, which they use to defend themselves against your Flame and Electric Breath attacks (you can sometimes freeze them for a short time with your Ice Breath, however). You must charge into these creatures to get rid of them.



Be careful when fighting snowball-wielding Riptocs, because they can be deadly with their snowballs! If you get caught in close, they sometimes continue to hit you, making it extremely difficult to escape. In this type of situation, use your Wing Shield ability. Then charge again and try to run the Riptoc down.



After things settle down, collect the Gems and heal Sparx by feeding him Butterflies from the nearby bunnies. Then go up to the igloo and talk to Bartholomew, a young Yeti who needs your help.

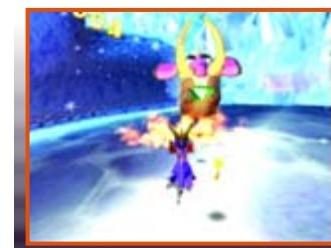


Bartholomew tells you that the Riptocs have imprisoned five fellow Yetis in ice blocks all around the Monkey Monastery. He asks you to free them with your mighty Flame Breath. No problem!

### Area 2



Directly across from Bartholomew are a series of stepped platforms. Jump the small gap and land on the first step. Collect the Gems as you climb the steplike platforms.



At the top of the steps you encounter a Mammoth and a club-wielding Riptoc. Take out both enemies with your Flame Breath before you explore this new area.



A huge wall of ice is blocking off the pathway to the next area. Soon you'll discover a way to remove this wall, so remember where you saw it! For now, turn around and proceed up the snow-covered trail.



There's a club-wielding Riptoc a little ways up the trail, but a little Flame Breath does the trick! Continue up the path, collecting Gems as you go.



There's another path-blocking ice wall at the top of this trail. You must double back down the trail and return to the stepped platforms.



Go down the steplike platforms until you reach the lowest one (the first step of the bunch). Look left at the spiral-like structure across the way. Notice the corkscrew-like path that winds upward around the outside of the structure.



You can make this jump easily if you glide. Land on the lowest part of the spiraling path that leads up the outside of the structure and take out the snowball-wielding Riptoc there. Remember to charge into these enemies, because they carry a shield that protects them from your breath attacks.



Collect Gems as you make your way up the spiraling path. Stay on the inside of the path, near the wall of the structure, to avoid falling off the outside edge. Another club-wielding Riptoc waits for you about halfway up the path.



At the top of the structure, there's a monkey waiting for you. Talk to the monkey, Brother Ricci, and he gives you a tip for destroying those troublesome ice walls that you encountered earlier.



Brother Ricci invites you to try the gun turret on the other side of the structure as a weapon. Hop up onto the small ledge, make a running jump, and glide over to the platform with the gun turret. Grab the Gems and smash open the nearby Butterfly Jar for an Extra Life, then approach the turret.



Hop onto the turret's circular base to have Spyro take control. Your control scheme changes slightly for this, allowing you to aim and fire off a round, or jump off the gun turret at any time.



Take aim and fire at the two ice walls in front of you. One is the massive wall that you first encountered at the top of the stepped platforms. The other is just above and to the left of that massive ice wall, which you may not have noticed before.



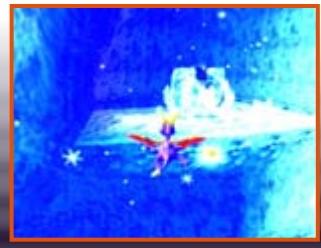
There's a small cave in the cliff that was hidden behind the smaller ice wall. There's a creature frozen inside a block of ice in that cave. Somehow, you must get over there and use your Flame Breath to help out.



Now turn the gun turret to your left and aim for the second wall of ice that blocked your path near the top of the snow-covered trail. Take down that ice wall, completely clearing the way for yourself in this area. Hop off of the gun turret and look around.



There's a Swirly floating in midair just a little ways off from the gun turret platform. Summon your courage, Spyro, and make a running jump for that Swirly.



Ride to the top of the Swirly, then glide toward the frozen creature in the small cave. Prepare to hover at the end of your glide to reach the cave. After you land on the lip of the small cave, breathe a little fire onto the ice block to melt it and free the creature inside.



Yikes, it's a Yeti! Don't worry; Bartholomew said that Yetis are really friendly creatures (they just look scary). The Yeti's name is Nigel, and he thanks you for freeing him. Only four more frozen Yetis left to find!



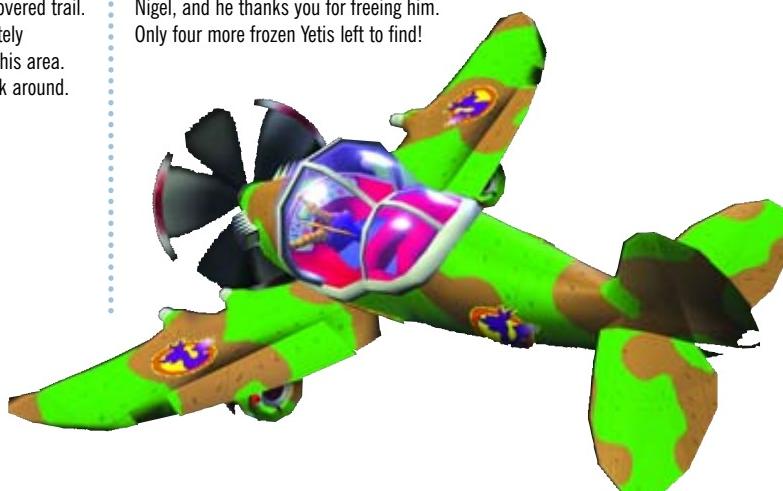
Hop down from the small cave and land on the ground below. Head up the trail that was blocked before by the second ice wall. Thanks to the gun turret, you can now reach the top of the trail.



Up here you find several Gems and a club-wielding Riptoc. Use your Flame Breath to take out the Riptoc, then collect the nearby Gems.



Now look at the upper, ice-covered trail that's covered with Gems in the distance. Make a jump and glide above the lower path and over to the higher trail on the other side.





It's icy over on this side, so watch your step as you collect the Gems scattered about, then proceed up the trail. Take out the club-wielding Riptoc and continue to pick up Gems as you climb the path.



Jump onto the stepped platforms again, climb up them, and head straight through the giant tunnel ahead. Now that the massive ice wall is gone, you can pass right through the tunnel!



No ice here! Before you do anything else, charge at the snowball-wielding Riptoc to get him out of your hair. Now go back for any nearby Gems, then continue along the trail.



Several enemies wait to ambush you on the other side of this platform. There's a Mammoth, a club-wielding Riptoc, and a couple of snowball-wielding Riptocs. Defeat all these enemies, then attack the nearby bunnies for Butterflies if you were injured during combat.



Farther on, you encounter another club-wielding Riptoc. Finish him off, then climb to the ice-covered top of the trail.



On the other side of the large cave, Zoe appears and zaps you with her magic, saving your progress. You've done well so far, Spyro, but things start to get a little bit tougher now! Collect all of the Gems nearby, then make a running jump to the next Gem-covered platform.



Collect the Gems up here and look around for an orange Dragonfly. Use your Bubble Breath to capture Holly, your second Dragonfly from this level!



Jump across to the small platform ahead. Use your Flame Breath on the club-wielding Riptoc and gather any Gems nearby.



Another friendly monkey is standing nearby. Talk to the monkey, named Brother Marcus, and he asks you to get rid of the flying Riptocs circling the area. No problem!



Go through the large cave that was blocked by the massive ice wall. Drop down onto the lower path, just below the trail you're on. Follow the lower path back to the place where you met Bartholomew for the first time.



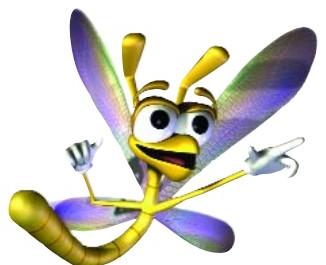
This short ledgelike platform is coated with ice, so don't slide off! Allow Sparx to pick up the Gems around you, then jump to the next ice-covered platform ahead. Pick up the Gems here, then jump across to the next platform.



Land safely on the wide ledge with the huge pillared structure on it. Skate across the icy surface of the ledge, picking up Gems as you proceed across to the other side.



Another Swirly is nearby. Collect any Gems you missed from this ledge, then jump into the Swirly. Its magic takes you up to the top of the Swirly and sends you into a glide.





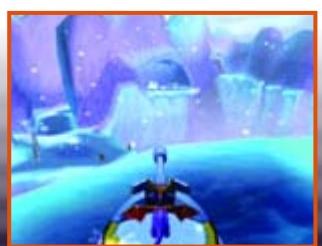
Glide straight out from the top of the Swirly. Land on the icy surface of yet another wide ledge with a huge pillared structure standing upon it.



Collect the Gems here and defeat the club-wielding Riptoc with your Flame Breath. Gather the remaining Gems as you continue across the platform to the other side.



Here is Zoe and another gun turret! After Zoe saves your progress, hop onto the gun turret and aim for the distant wall of ice.



Fire at the ice wall until it smashes, revealing another small cave with a frozen Yeti! You can't reach the cave yet, but remember it!



Now turn the gun turret to the left, aiming at the center of this area. One of the three flying Riptocs is circling around in the sky. Aim a little bit ahead of it to compensate for the distance, then fire at the Riptoc to knock it down.



Hop off the turret and backtrack until you reach the icy portion of this platform. From here, turn and look out at the center of the area.



A little ways below, in the middle of the area, is a small circular platform with another gun turret. Glide down to this platform. If you're about to land and mistakenly glide past the small platform, just hover directly above it and Spyro drops down safely.



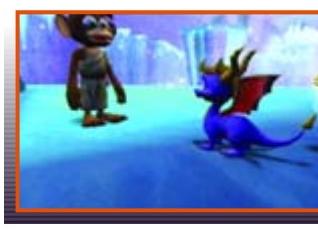
Jump onto the gun turret and swing the cannon around to the right until you spot the wall of ice blocking off an entrance to a cave. Fire at the ice wall until it shatters.



Your next objective is to free the Yeti frozen inside the cave. Before you do that, however, get rid of two more flying Riptocs.



Jump and glide back over to the wide ledge where Brother Marcus and the Swirly are located. Walk up to Brother Marcus and talk to him.



Brother Marcus is thrilled that you got rid of the pesky flying Riptocs. As a show of gratitude, he gives you Gaku, your third Dragonfly from this level!



You can knock down the two remaining flying Riptocs with this gun turret. Swing the turret around to each one, then take aim and fire! Jump off the gun turret after you knock these last two flying Riptocs out of the sky.



Jump back into the Swirly. This time, try to land inside the cave that you just opened up with the gun turret. This requires some nifty midair steering, but it's a pretty easy landing to make.



## CHAPTER 11: LEVEL 6: MONKEY MONASTERY



Use your Flame Breath on the block of ice inside the cave. Simon, the Yeti that was trapped inside the ice block, thanks you for your help. That makes two Yetis that you've helped so far; only three Yetis are left!



Jump out of this cave now and glide back down onto the wide ledge where the Swirly is located. Once again, ride the lift up to the top, glide straight out, and land safely on the wide, icy ledge. Cross the platform and allow Zoe to save your progress with her magic.



Now get ready for a long jump! Walk up to the edge of the platform near the gun turret and look straight out.



You still can't make the jump from here over to the cave you opened up with the nearby gun turret. You can, however, make the jump down to the lower ledge that's to the cave's left. Glide down to this lower platform.



There are two Mammoths stomping around on this ledge. Use your Flame Breath to make short work of them before they charge at you.



On this ledge you find many more Gems, a few bunnies, and another friendly monkey. The Dragon Realms Portal is located here, too. Don't enter the Portal yet, but grab all the Gems from this ledge. Attack the bunnies for Butterflies if necessary, then talk to the nearby monkey.



The monkey, named Brother Ian, says that he's having trouble lighting a rocket he made for a fireworks display. Think you can help out, Spyro?



Walk up to the rocket, which is set up nearby. Give the rocket a dose of Flame Breath to light the fuse, then watch it go!



There's a large tunnel through the mountain across from the side of the Hub portal, but ignore that for now. Instead, face the tunnel but turn left and proceed up the side path there.



This becomes a fairly long trail of stepped platforms, which are all spaced out from one another. Jump carefully and watch out for the short gaps between some of those steps!



At the top is another frozen Yeti. Melt the ice and save the Yeti, Gunther, who says that the Riptoc invaders caught him "off-guard." He thanks you for your assistance. Only two Yetis left to save!



The rocket destroys a wall of ice that was hidden around the other side of a distant ledge, near the gun turret. You'll check that out eventually, but first investigate this area.



Now it's time to find out what was hidden behind that ice wall that you blew up with Brother Ian's rocket. Because this cave is so high, you can jump out from here and glide all the way across the area, back down to the wide ledge where the Swirly is located. Use the Swirly to return to the gun turret near Zoe.



Stand facing the turret, then turn right. You can't see it from here, but around the cliff that you're now facing is a hidden platform! Brother Ian's rocket took care of the ice wall that blocked the hidden platform, so now just make a leap of faith.



Run and jump straight out from the corner of the cliff and glide for a short distance. Turn sharply right and glide back in after you're past the side of the cliff, and there you see the hidden platform!



Land on the platform and collect all of the Gems. What's this other thing? Hey, it's a Key!



Use the Key to unlock that treasure chest you saw near the start of the level.



Now that you've grabbed the Gems and the Key from the hidden platform, cross over to the small cave with the frozen Yeti that you've been unable to reach. To reach the cave, jump across the circular floating platforms that form a sort of bridge spanning the long, wide abyss below.



Make your first jump a good one and land on the first floating platform. Don't worry; they tend to shake a little when you first land on them, but these platforms won't fall!



Cross the floating platforms and prepare to hover at any time just in case you fall a little short on a jump. Keep going until you jump off of the final floating platform and onto the stepped platforms that follow.



Proceed up these steps with caution, as there are small gaps between them. Your last jump lands you on a short trail, which leads upward even higher!



At the top of the trail you see a Minigame Portal. Enter the Portal to fly the Spitfire plane.



The Spitfire controls just like the one you piloted in the Spitfire—Sky Base minigame from the Cloud 9 level. Fire the Spitfire's missiles at the Riptoc factories and gun turrets. Fire the Spitfire's machine guns at the Riptocs in balloons. Finally, increase your speed and dodge enemy fire.



For the best results, use the Spitfire's missiles against the Riptoc factories and gun turrets. The machine gun, however, is great for quick attacks against weaker targets, such as the Riptocs who float around in hot-air balloons. It doesn't do much against the factories and gun turrets, though, so use missiles for these targets.



Your must fly the Spitfire plane around the area and destroy all 20 Riptoc factories. Complete this challenge to win a Dragonfly prize!



Your missiles fire out a ways before they begin to drop to the ground. If you're too close to your target, your missiles might soar right over it! To avoid this, line up your target, then fire off a few missiles while you're still a healthy distance away. When your missiles are off, you can turn out of the way of any oncoming turret fire.



Because there's no Fodder here, you'll go down in a blaze if you're hit too often. Use your speed to outmaneuver those sluggish gun turrets and stay alive!



Tackle this minigame by clearing out whole sections of the area at once. That way, you have a place you can retreat to and safely fly over later on. Don't waste time flying around aimlessly. Clear out each section of the terrain completely as you go.



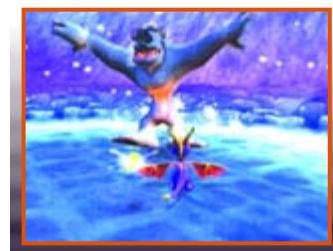
Although destroying the Riptoc gun turrets isn't required, it's a wise tactic to use. The turrets are your main adversaries during this challenge, because they track you as you fly around and do lots of damage when they hit. To destroy a gun turret, bob and weave as you fly toward it, then fly low when you get within range and launch a few missiles. You might be periodically hit by return fire, but you won't have to worry about being picked apart by multiple turrets later on!



With a little practice, this minigame is easy to beat. It's also fun, which makes getting this little Dragonfly a breeze. Way to go, Spyro; you caught John!



After you return from the Minigame Portal, turn right toward the nearby wall. There's the mouth of the small cave that you've been trying to reach sticking out from the wall! Get a good running start, then jump and glide over to the cave.



Excellent work! Now use your Flame Breath to melt the ice block and free the Yeti. The Yeti thanks you for helping him out. Only one frozen Yeti left to find!



Jump from the mouth of this cave and land on the platform below. This is the platform where you used Brother Ian's rocket and found the Dragon Realms Portal earlier.



After you land on the platform, turn right and head into the large tunnel through the mountain—the only path you haven't taken yet. Pick up every Gem that you see, and stop when you reach the end of the trail.

## FINISHING UP



Look at the area below; you're back at the first area of the level again! Now look out in front of you. You should see a small cave in the distance, where the final frozen Yeti is.



Get a running start and jump out from the tunnel. Aim for the cave as you glide over the first area, and land safely inside the cave. Give the frozen Yeti a little dose of your Flame Breath to break the ice.



Well done, Spyro! You've saved Hobart, the fifth and final frozen Yeti in the Monkey Monastery! Now drop down out of the cave and onto the ice below. Head up the steps that lead to the previously sealed monastery gate.



The gate is open! But before you pass through the doors, check out that treasure chest that you couldn't open before.



Take the side path to the right, the same one you used before when the gate was sealed. When you reach the path's end, jump over to the ledge with the chest.



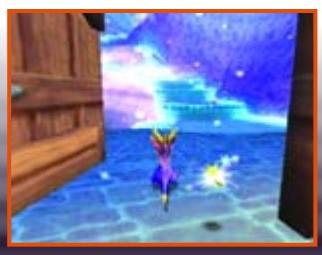
Have Spyro approach the treasure chest, and he automatically uses the Key you found. The chest swings open, and presto: A Dragonfly pops out! Nice going; you've now caught Young, which is your fifth Dragonfly from this level.



Return to Bartholomew to collect your reward for saving the five Yetis. Continue past the treasure chest and travel onward as you head toward Bartholomew.



Bartholomew is jumping for joy! He's so happy that you saved his five Yeti friends that he gives you a Dragonfly as a reward! Nice job, Spyro; you've found Jewelwing, your sixth Dragonfly from this level!



Now it's time to see what's on the other side of the monastery gate. Backtrack to the open doors of the gate and go through it. Hey, there's a green Dragonfly buzzing around here!



Switch to your Bubble Breath and chase after the green Dragonfly. Good work; you've caught Damsel, your seventh Dragonfly from this level!



After you capture Damsel, grab all the nearby Gems, and remember the ones hidden behind the open door of the gate. A Butterfly Jar is behind the massive door, too, which you can smash open for a Green Butterfly. Now proceed up the stepped platforms, grabbing Gems until you reach the slippery ice.



A club-wielding Riptoc waits for you up here, so take him out! Zoe waits for you here. Pick up all the nearby Gems after Zoe zaps you with her magic.



At this point, the trail forks. Take the left path (not the stepped platforms) and grab every Gem on the way up.



At the top of the path is a green Dragonfly! Switch to your Bubble Breath and nab Shadow, your eighth Dragonfly from this level—only two more to go!



This path ends here, so return to the icy patch where the trail split and climb up the stepped platforms. Grab all the Gems until you reach the top. Another Minigame Portal is at the top of the steps. Enter the Portal to play the Ice Slide minigame.

### ICE SLIDE MINIGAME



This is a fun yet tricky minigame where you cruise down a long slide in the snow-covered mountains of the Monkey Monastery. Complete this challenge successfully to win a Dragonfly prize. Let's Slide!



Brother Doug gives you all the details for the Ice Slide challenge upon your arrival. You must reach the bottom of the slide course before your time limit runs out. By sliding between the flags on the course, you can add a few seconds to your time limit! Jump over the slide's gaps and obstacles.



At first, this seems like a challenging minigame. However, once you learn the course and the placement of the time-extending flags, it's easy to reach the bottom of the hill with seconds to spare.

Follow our advice, and you'll do just fine!



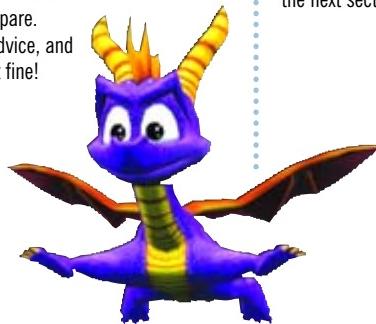
Your first obstacle is a giant ice block, which is being passed back and forth across the course by a pair of penguins. Learn to anticipate the movements of the ice block and avoid it as you begin your descent down the hill.



Head for the ramp just past those troublesome penguins. Jump as you pass through the pair of flags at the end to clear the upcoming gap and land safely on the next part of the slide. When you pass through those flags, you gain a few seconds of time. The flags are very important because you don't have enough time to reach the bottom of the slide without them!



As you pick up speed on this next section, aim for the flags set up on the outside of the upcoming turn. Jump off the short ramp that follows to clear the gap and land on the next section of the slide.



## CHAPTER 11: LEVEL 6: MONKEY MONASTERY



This next segment is a short slope with another pair of penguins at the end. Judge where the ice block will be when you approach the slope's end, and make every effort to dodge it. Jump at the end of the slope in order to clear the following gap.



Try to land high up on the next section so you can pass through the set of flags at the top. Every second counts! As you slide down this next part of the course, stay close to the middle. Jump the small gaps that you encounter and slide through the next two sets of flags.



After you pass through the second pair of flags, the course forks into two different paths! Steer for the ramp on the left side. Jump at the end of the ramp in order to clear the gap in the course, then land on the next section of the slide.



Try to pass through each of the flags on this section of the course. They alternate between the inside of the track and the outside at first, so try to pass through each pair. About halfway down this section is another set of penguins pushing an ice block. Dodge the ice block and stay to the middle of the track.



This next part is the best section of the course to build up some time. Several sets of flags are all lined up, in an almost straight line. Pass through each for massive amounts of time extension. At the end of this section of the slide is another huge gap, so jump as you approach it!



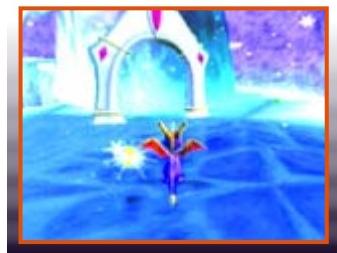
Land in the middle of the next section, pass through the flags, then quickly steer right and try to make it through the pair of flags. Once you do, steer toward the middle and pass through the flags just before the next gap. Jump as you pass through the flags in order to clear the gap and land on the other side.



Again to win a second Dragonfly! This second challenge takes place on the exact same slide, but this time you start with significantly less time on the clock. Run the exact same race as before, passing through almost every flag as you zip down the slide.



Brother Doug is truly amazed at your sliding skills and rewards you with another Dragonfly, Dancer, when you reach the bottom of the slide the second time. Nice job!



If you have enough time built up (about five or six seconds is fine), then bomb straight down this final portion of the course and reach the bottom. However, if you've only a few seconds left, aim for all of the flags. This final stretch of the slide is wide, so you should have no trouble passing through most or all of the flags stationed around. Nice job, Spyro! You've reached the bottom of the slide!



Now that you've collected every Dragonfly Gem from the Monkey Monastery, return to the Dragon Realms. Backtrack to the Dragon Realms Portal, which is located near Brother Ian in the third area of this level, or select Exit Level from the Pause menu.



At this point, flip to the "Dragon Realms" chapter and go to the "Seventh Dragon Realms Visit: After Monkey Monastery" section to find out what to do next. Well done!

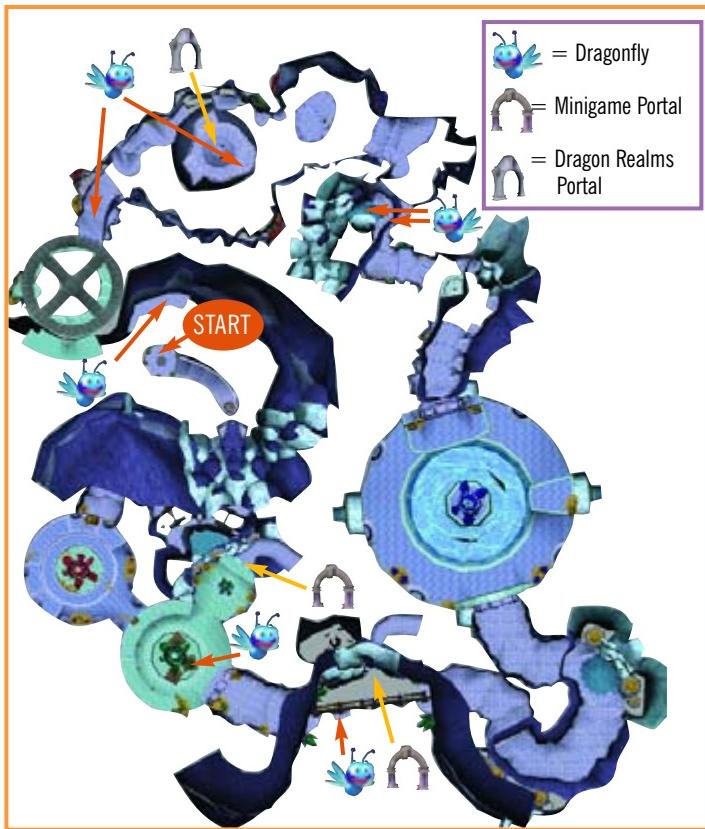


After you beat the first Ice Slide challenge, you're asked if you'd like to try the slide

## CHAPTER 12

### LEVEL 7

# THIEVES DEN



#### Area 1

The thief's magic carpet takes you away to the Thieves Den, the seventh level of the game. The Thieves Den is a giant compound full of valuable Gems—and evil Riptocs! All of your skills will be put to the test in this challenging level.

You begin on a short walkway. Grab the lone Gem behind you. Proceed down the walkway, picking up Gems as you approach the entrance to the Thieves Den: a giant stone Dragon's head!



Jump onto the stone Dragon's tongue and enter the Thieves Den. A thief named Foot Pad waits for you inside. He tells you that the evil Riptoc Wizards are changing all of the thieves' treasure into monsters! See if you can help the thieves.



After you finish talking with Foot Pad, Sparx gives you a word of warning: The Riptoc Wizards are invulnerable to all of your attacks! Sparx further mentions that you may be able to defeat the Riptoc Wizards by reflecting their evil magic back at them using your Wing Shield ability.



Collect all the Gems in the immediate area. One Gem sprouts little legs and begins to run away from you! The Riptoc Wizards are indeed changing the thieves' treasure into monsters. Whenever you see these types of

Gems, use your Flame Breath on them to break the Riptoc's magic spell and return the Gem to normal.



Jump across a small gap; beware of the huge blade that swings back and forth over the gap! Study the timing of the blade and jump as soon as the blade swings past you.



The first of the 10 evil Riptoc Wizards is standing in a shallow pool of water on the other side of the gap. Riptoc Wizards stand in place and use their magic wands to cast spells at you from a distance. To defeat a Riptoc Wizard, use your Wing Shield ability to reflect their magic back at them.

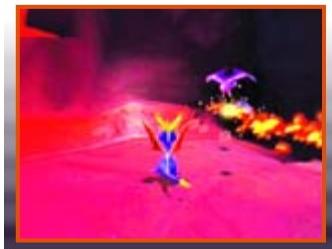




Bring up your Wing Shield. The Riptoc Wizard's magic spells bounce harmlessly off of you while your Wing Shield is in use. While bringing up your Wing Shield, angle yourself so that the spells are reflected back at the Riptoc Wizard. Hit the Wizard with one of his own spells to defeat him! With the first Riptoc Wizard defeated,



approach the Gem in the corner of this shallow pool. It's another enchanted Gem that sprouts little legs and runs away from you. Flame the Gem to break the spell, then collect it.



Collect the few Gems near the shallow pool. A small purple bat flaps around near the water; these are the Fodder creatures for the Thieves Den level. Attack the bat for a Butterfly.



The next gap that you must jump has a giant hammer swinging across it. Wait for the hammer to swing past, then jump and glide over to the next bit of pathway.



There are a few more Gems and a Basket for you to collect here. When you approach the Basket, it grows legs and runs away just like the other two Gems did! Use your Flame Breath on these types of Baskets to break both the spell and the container itself, then collect the Gem that pops out.



Another large blade swings across the next gap. Time this one like you did the others and glide over to the next part of the pathway.



The second Riptoc Wizard waits for you on the other side of the gap, so be prepared! Use your Wing Shield to reflect the Riptoc Wizard's spell back in his face and defeat him. Two Wizards down and eight more to go!



Continue down the pathway, collecting Gems as you go, until you come to a large circular chamber. The chamber is filled with Baskets and Gems, and a few bats are flapping around. A small group of circular steps in the center of the chamber lead up to a Swirly.



Collect all the Gems inside and attack the bats for Butterflies if you need to heal up, then jump into the Swirly.



The Swirly takes you to an upper level filled with Gems. Check the entire area thoroughly and pick up every Gem before you move on.



A wide doorway leads into another large, circular chamber. Zoe appears in the doorway and saves your progress. The third Riptoc Wizard can be seen ahead, guarding the next chamber.

## Area 2



Run up to the Riptoc Wizard and use your Wing Shield ability to reflect his spell back at him. That's three Wizards down and seven left to go!



This chamber is littered with Gems just like the others, and a huge tree grows in the center of the room. Collect the Gems from the lower portion of this chamber, then jump up the steps that circle the outside wall of the chamber.





On the top step, a Riptoc Wizard is waiting to attack you. Use your Wing Shield ability as you've done before. That leaves only six more Wizards!



Collect the Gems from this chamber, then stand on the highest step along the outside wall and look at the tree in the center of the room. You can see a large hole in the tree; the tree is hollow and contains a Swirly.



Jump and glide into the Swirly and ride it up to the large circular chamber above. There are several more Gems to collect from this chamber, and the stepped ledges along the outside wall lead up to a higher level of the chamber above.



Grab the Gems from the lower portion of this chamber, then walk toward the first stepped platform along the outside wall of the room.



Look at the wall right next to the step—it's all cracked, and looks as though you could smash through it. Charge into the cracked wall at full speed, and the wall gives way to reveal a secret room!



A Riptoc Wizard guards the secret room. Use your Wing Shield ability to reflect the Wizard's spell back at him and defeat him. Five Wizards down, Spyro; you're halfway there!



With the Riptoc Wizard out of the way, collect every Gem from the secret room. A Minigame Portal stands in an alcove at the opposite side of this room. Enter the Portal to play the Platform Pandemonium minigame.

### PLATFORM PANDEMOMIUM MINIGAME



You must zap all the lightning rods in the area with your Electric Breath, then defeat the Riptoc Wizard in the center of the area. Defeat the Riptoc Wizard to win the Dragonfly prize!



Run down the steps and stop at the bottom, right near the edge. Six platforms move in a circle, and each one has a lightning rod standing on top of it. Stand on the last step of the platform and zap the first five lightning rods with your Electric Breath as they pass by.



After you count five lightning rods, jump onto the next platform that comes by. Zap the lightning rod on this sixth platform, and it breaks away from the others, moving toward the rest of the floating platforms in the center of the area.



As you ride the platform over, it goes up high so you can see a large group of floating platforms ahead. High above those platforms is a circular, central platform with the Riptoc Wizard standing atop it. Activate the remaining lightning rods to lower the central platform and battle the Riptoc Wizard.



Ride the platform over to the others, then glide onto any of the floating platforms below. This confusing jumble of floating platforms has a method to its madness. There are five "layers" of platforms that revolve around the high, central platform. Each layer has its own platforms of unique size, shape, and rotation direction. Each platform has its own lightning rod. Activate all the lightning rods in order to lower the central platform and fight the Riptoc Wizard.



Start with the outermost layer and work your way inward. Each layer of platforms revolves in the opposite direction to its adjoining layers. You cannot jump from one platform to another in the same layer, as they are spread out too far from one another and move at relative speeds. Consequently, you must jump between two different layers at a time, using their counter-rotations to reach each new platform. Zap each platform's lightning rod as you go.



Start by zapping any one of the lightning rods on the first layer of platforms. Remember: You can't jump onto another platform in the same layer, because they all rotate at relative speeds and none are ever close enough together. To zap the next lightning rod, jump onto one of the platforms of the second layer as it approaches.



Use your Electric Breath to zap the lightning rod on this platform, then wait for the next platform of the first layer to come by. Jump over to that platform and zap the lightning rod there.



Continue in this manner, jumping back and forth between the two outermost layers of platforms, until you've activated all of the lightning rods from the first two layers. There are five lightning rods to activate from the first layer, and three to activate from the second layer. Zap all eight of these layers' lightning rods, then move on to the third layer. Move between the second and third layer to activate the third layer's three lightning rods.



With all eleven lightning rods activated from the first three layers of platforms, jump onto one of the fourth layer's platforms. To reach the fourth layer's platforms, wait on one of the platforms from the third layer, then jump onto the bottom step of one of the fourth layer's platforms as it passes by.



Be careful when jumping up the steps on the fourth layer's platforms, because there are small gaps between each step. Once you reach the top of the platform, zap the lightning rod.



Activate the one remaining lightning rod from the fourth layer of platforms and the two lightning rods from the fifth layer. Jump between the fourth and fifth layers to reach each of their platforms and activate the last of the lightning rods.



When you activate all of the lightning rods (21 total), the central platform lowers so that you may battle the Riptoc Wizard. Don't blow it now!



Jump onto the central platform when it drops down far enough, and immediately bring up your Wing Shield. Your normal attacks will not harm the Riptoc Wizard—you must reflect its magic back in its face with your Wing Shield ability. Once the Wizard is down and out, you've successfully completed the challenge!



The thief is so impressed with your platform-jumping skills that he gives you a Dragonfly as a prize. Way to go; you've now caught Morpheus!



After you return from the Minigame Portal, head out of the secret room, then turn right. Jump up the stepped ledges in the next chamber, collecting Gems as you go, until you reach the last ledge at the top.



From the top ledge, look out at the center of the chamber. You see three small lanterns hanging from the ceiling. Jump and glide onto the first lantern.



A green Dragonfly is hiding near the next lantern. Switch to your Bubble Breath and jump over to catch the Dragonfly. Nice job; you've now caught Charlotte, your second Dragonfly from this level!



A Butterfly Jar is on the third lantern. Jump over to the Butterfly Jar and attack it with your Flame Breath. Collect the Green Butterfly for an Extra Life.



Drop to the bottom of the chamber and proceed through the wide doorway to the next area. A Riptoc Wizard waits for you on the other side of the doorway; use your Wing Shield ability to defeat the sixth Riptoc Wizard. Only four more Wizards left to find!



Collect the nearby Gems before proceeding up the short steps. Up ahead are three small platforms, each separated by short gaps. Blades of different varieties swing across each gap, making this a dangerous area.



A yellow Dragonfly buzzes above the first small platform ahead. Switch to your Bubble Breath and jump over to the first platform once the blade has swung by.



As you come in for a landing on the first small platform, use your Bubble Breath to attempt to capture the yellow Dragonfly before it flies away. If you don't catch the Dragonfly on your first attempt, it flies over to the next small platform.



Chase the yellow Dragonfly to each small platform, but be careful not to let the large swinging blades hit you. Hover to avoid missing the small platforms as you jump from one to the next. Keep up the pressure until you catch the yellow Dragonfly, Jordan. Good work; that's your third Dragonfly from this level!



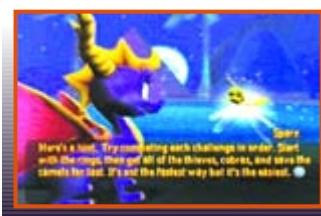
If you look over to one side, the second Minigame Portal is tucked away in a small recess in the wall. While standing on the small platform in the middle, jump and glide over to the ledge in front of the Portal. Enter the Minigame Portal to visit the Oasis Speedway, where you can play two different challenges. Complete both of the challenges at the Oasis Speedway.

## OASIS SPEEDWAY MINIGAME



Like the other Speedways in the game, the Oasis Speedway is broken down into two different challenges: Time Attack and Race the Thieves. Complete both challenges to win a Dragonfly from each!

### Time Attack Challenge



The Oasis Speedway's Time Attack challenge is broken down into four objectives, which you must complete within the two-minute time limit. The fastest way to complete the Time Attack challenge is to fly through the rings, knock down the flying thieves, Flame Breath the cobras, then charge into the camels that run in a circuit around the area.



Fly through each of the floating green rings that are lined up. This is the easiest part of any Time Attack challenge, so you should have no trouble completing the ring objective.



After the rings, turn right and fly to the lighthouse, around which several thieves ride their magic carpets. Fly straight at each of the thieves and use your Flame Breath on them to knock them from the sky.



The thieves fly in pairs, and in each pair, one thief always flies higher than the other. This makes it difficult to knock down all the thieves in just one pass. However, you have enough time to make a second trip around the lighthouse to get any missed thieves. Start with the high-flying thieves and knock down each one on your first pass. On your second trip around the lighthouse, take out the lower-flying thieves.



## CHAPTER 12: LEVEL 7: THIEVES DEN



Your next objective is to take out the cobras. The first cobra is located near the lighthouse. Flame the first cobra as you fly up to it and continue until you've taken out every one.

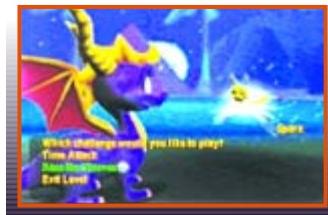


Now deal with the camels. Turn left after you Flame the final cobra, and land on the path that the camels are racing along. Follow the worn path as you charge head-on into each camel.



For completing the Time Attack challenge in less than two minutes, you're rewarded with a Dragonfly that the thieves found. Good work; you've now caught Coppertop!

### Race the Thieves Challenge



The Oasis Speedway's Race the Thieves challenge is similar to other Speedway's Race challenges, except this one is the most difficult. You must fly through every

speed-increasing green star and take every shortcut in order to finish the race in first place.



Fly through each of the green rings along the track. If you miss any green rings, you must start the race over. The red dots mark the safest route along the track, but you'll never win the race if you follow them the entire time. Use the red dots as a guide until you learn the layout of the green rings.



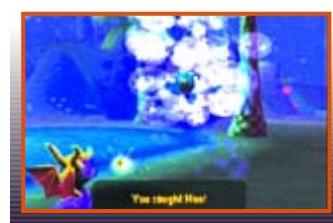
Most of the green stars are located right near the "track" as you fly around it, so they're easy to spot. Fly through every green ring on every lap to maintain top speed throughout the race. The green stars are vital; if you miss even two or three, you won't win the race.



The most important shortcut of the course is the tunnel through the mountain. After you fly through the two green rings, turn right and fly down into the tunnel, where you find a green star. Another green star is found on the other side. Use this shortcut on every lap to drastically cut down your lap times.



The only out-of-the-way green star is hiding behind the lighthouse. As you come out of the tunnel shortcut, fly upward through the next three green rings. Pass through the third ring, then turn left and fly around the lighthouse. A green star is hidden on the other side. Use the lip that sticks out and wraps around the lighthouse as a guide as you fly around to the green star, which appears at the same height as the lip.



If you finish this race in first place, you win a Dragonfly as a prize. Remember to fly through every green star, take the tunnel shortcut, and fly around the lighthouse to pass through the hidden green star. Way to go; you've now caught Neo!



After you return from the Minigame Portal, jump and hover back down to the middle platform. Make your way across the small platforms until you reach the ledge on the other side, where another Riptoc Wizard awaits.



Bring up your Wing Shield as soon as you land on the ledge, then angle yourself so that you reflect the Riptoc Wizard's magic straight back at him. That takes care of the seventh Wizard!



Follow the long path ahead and collect Gems along the way. Halfway through the dark pathway, you find the eighth Riptoc Wizard.



The pathway opens up to a small cavern with a shallow pool in the middle. A Riptoc Wizard stands in the center of the pool. Drop into the water and bring up your Wing Shield as soon as you land. Reflect the Wizard's spell back at him to defeat the eighth Riptoc Wizard.



Continue down the pathway, picking up every Gem as you go. Zoe appears at the end of the path and saves your progress.

## Area 3



The third area begins in an expansive chamber with a wide, deep pool at its center. A massive pool-cleaning device takes up the entire middle of the pool. A sloping walkway winds its way up the far wall of the chamber.



A thief stands right inside the chamber. Talk to the thief, named Thiefy Yu, who tells you that a switch is located under the water in the middle of this room. He also says that the switch unlocks a door in this chamber, but warns you to watch out for the dangerous pool cleaner.



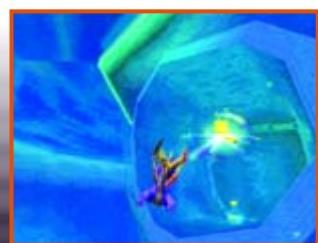
Dive into the deep pool. Collect the Bottles and Gems while you're down here.



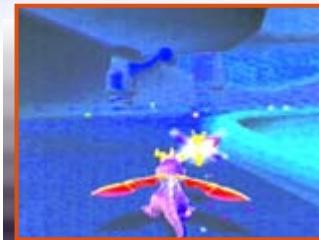
Swim into one of the four large tunnels along the outside wall of the pool. Inside each tunnel are Gems or Bottles. There are also large buttons at the back of each tunnel.



Swim into the large button, pressing it back into the wall. Repeat this process for each tunnel along the walls until all four switches have been pressed.



A smaller tunnel in the center of the pool cleaner contains a Butterly Jar. Charge into the jar to release the Green Butterfly. With all four switches pressed and every Gem collected from the pool, swim back to the surface.



Once you hit dry land, check out the bottom level of this chamber and collect all of the Gems that are scattered around. Attack the bats for Butterflies if you need to heal up, then start up the winding walkway.



About halfway up the walkway, you come across a small Key. Pick it up and add it to your inventory. This item will come in handy later on!



Continue to pick up Gems as you make your way up the long walkway. A ladder is on a wall at the top of the walkway. Jump onto the ladder and climb to the top.



The ladder takes you up to a good-sized ledge. From here you can see the flat, circular top of the pool cleaner.



You must make a long glide over to the top of the pool cleaner. Get a running start and jump off the ledge. Glide over and hover onto it for a safe landing.



Turn right and look at the next platform. You see the ninth Riptoc Wizard guarding a wide doorway.



This is another difficult jump. Give yourself a good running start and jump toward the platform. Glide over as far as you can, then hover up onto the ledge.



As soon as you land, bring up your Wing Shield to protect yourself from the Riptoc Wizard's spell. Reflect the spell back at the Wizard to defeat him. That leaves only one Riptoc Wizard to find!

## Area 4



The fourth area can be confusing because there are many areas to explore and several ledges above you, which can be difficult to traverse. Start by running down the steps ahead, ignoring the Swirly for the moment, and collecting Gems as you go.



There's a wide gap after the third step. A circular platform stands in the middle of the gap. Jump onto the platform and collect the Gems there.



Jump from the circular platform onto the steps and continue to make your way down to the bottom, picking up every Gem along the way.



At the bottom of the steps, you encounter the last of the Riptoc Wizards. Use your Wing Shield to reflect the Wizard's magic back at him. After you defeat the Riptoc Wizard, enter the side tunnel to the right.



Your next objective is to return to the very beginning of Area 4, all the way up to the top of the steps. Use the Swirly near the circular platform to cross the wide gap in the steps.



Make your way back to the very first Swirly at the top of the steps. Jump into the Lift and ride it upward. You land on a ledge high above the steps.



Collect the Gems from this ledge, then look back toward the ledge with the narrow steps. Jump over and land on the steps, then collect the Gems found there.



A green Dragonfly buzzes around on these narrow steps. Switch to your Bubble Breath and capture the Dragonfly, Martin. Nice work; that's your sixth Dragonfly from this level!



Grab all the nearby Gems as you make your way down the sloping path of the side tunnel, which ends abruptly in a sheer drop-off. You'll return here later, but for now, head back up the side tunnel.



Begin to make your way across the high Gem-covered ledges. Jump from one ledge to the next, grabbing every Gem as you make your way back toward the side tunnel.



Walk up to the top step and drop down to the ledge below, where the entrance to the side tunnel is located. Move to the end of this ledge and look down into the chasm.



The ledge directly above the side-tunnel has a short group of narrow steps alongside it, which are difficult to see from the top of the ledge. Before you drop down onto the steps, jump and glide over to the next ledge.



You can see a part of a water-covered ledge through the mist below you, to the right side of this chasm. Jump and glide over to the ledge, steering to the right as you glide.



A Dragonfly hides on the small water-covered ledge, as do a few Gems. Collect the Gems, then switch to your Bubble Breath and catch your seventh Dragonfly from this level, Atsumi!



Collect the Gems from this platform, then turn back to look at the Swirly floating above the wide gap. Make a running jump and glide into the Swirly—it takes you back over to the wide steps.



Hover down to the next small ledge for a safe landing. Collect the Gems from this ledge, then jump over to the next ledge.



As with the Ice Challenge you completed earlier in the Dragon Realms, you must put out eight small campfires with your Ice Breath before time runs out. The first six campfires are in the circular room up ahead.



Another large chasm appears on the other side of this small ledge. You can just make out a part of a distant platform below you, to the far-left side of the chasm. Jump and glide over to the distant platform below, steering to the left as you glide.



Run back up the steps and jump into the Swirly at the top. The Lift brings you up to a higher ledge. Collect the Gems from this small ledge, then jump over to the next one ahead.



Continue to make your way across the ledges, jumping from one to the next and collecting Gems as you go. A Swirly is between the last two ledges. Ignore the Lift for now and jump past it to the final small ledge.



Be careful when extinguishing the first six fires. The room they're in does not have a complete floor; instead, walkways stretch across the floor. Also, the room is lit only by the light of the fires, so it becomes darker each time you extinguish a fire. When all six fires are out, it's very difficult to see where the walkways are.



Land safely on the platform. Ignore the nearby Swirly for the moment and make your way down the wide steps ahead, collecting every Gem from the steps.



Collect the Gems from this ledge, then look out at the next small ledge in the distance. This is quite a long jump, but you're up high enough to easily glide over to the next ledge.



Up ahead you can see a higher pathway, which features many more Gems and a pair of blue glowing cones. Jump and glide over to the higher pathway.



After the first six fires, make your way back to the glowing cones. You can see the last two campfires sitting on top of the two small ledges behind the cones.



After the last step is a wide gap with a Swirly floating off to the left. A large platform with a single lamppost is visible ahead. Jump and glide over to the platform, ignoring the Swirly for now.



Grab all of the nearby Gems from this short pathway, then check out the glowing cones nearby. Pass between these two blue cones to begin an Ice Challenge.



Make a running jump and glide over to the nearest small ledge. Hover up onto the ledge for a safe landing, then use your Ice Breath on the campfire found there.



Now all you must do is jump and glide over to the last campfire on the next small ledge. Angle your jump so that you miss the Swirly floating between these two small ledges.



Hover onto the ledge for a safe landing and use your Ice Breath to put out the last campfire. For extinguishing all eight fires within the time limit, you're rewarded with a Dragonfly! You now have Marta, your eighth Dragonfly from this level.



Drop and glide down to the circular platform where you find the Dragon Realms Portal. Collect all the Gems nearby.



A thief is standing on this platform, near the Dragon Realms Portal. Talk to the thief, named Thievy Wu, and he thanks you for taking care of their little Riptoc Wizard problem. Thievy Wu then gives you a Dragonfly, Micky, as a reward for defeating all 10 Riptoc Wizards. Great job, Spyro; that's your ninth Dragonfly from this level!



With this platform clear of all Gems, look over at the next platform ahead. Jump and glide to the next platform and dodge the nearby Swirly as you land.



Proceed down the three crude steps ahead, collecting Gems as you go. At the last step, you are faced with yet another gap to jump across. Glide over to the platform on the other side of the gap.



There are several more Gems to collect on the wide steps ahead. Make your way down the steps, grabbing all of the Gems as you go. Eventually, you come to a large circular room. This large room has no floor, but well-made steps lead upward along the curved wall to your right. Make your way up the steps, collecting Gems as you go.



When you reach the top step on the right side of the room, a short gap blocks your progress to the other side. Jump and glide across the short gap to reach the steps on the other side of this room.



Collect the Gems from the steps on this side of the room. Flame the two spelled Baskets at the bottom of these steps and collect those Gems, too. Climb back up the steps. Head through the wide doorway at the top of these steps to reach a moonlit balcony, where you find several more Gems. Grab them, then look over at the next platform.



From this balcony, you can see the walkway where you began the Thieves Den level. Jump and glide over to the circular portion of the walkway, which is surrounded by large blue lamps.



Hover down to the walkway for a safe landing and look around to locate a Swirly nearby. This Lift wasn't here when you began the level, but has now appeared so that you may reach the final Dragonfly.



Jump into the Swirly, which brings you to a hidden walkway. Proceed down the narrow walkway, collecting Gems as you go, until you come to the treasure chest at the bottom of the walkway.



Use the Key you found in Area 3. Approach the chest and Spyro automatically uses the Key to unlock it. Out of the chest pops a Dragonfly! Good work; you've now found Racket, the tenth and final Dragonfly from this level!



With all the Dragonflies and Gems collected from the Thieves Den, it's now time to return to the Dragon Realms. Either backtrack to the Dragon Realms Portal or select Exit Level from the Pause menu in order to return to your homeland.

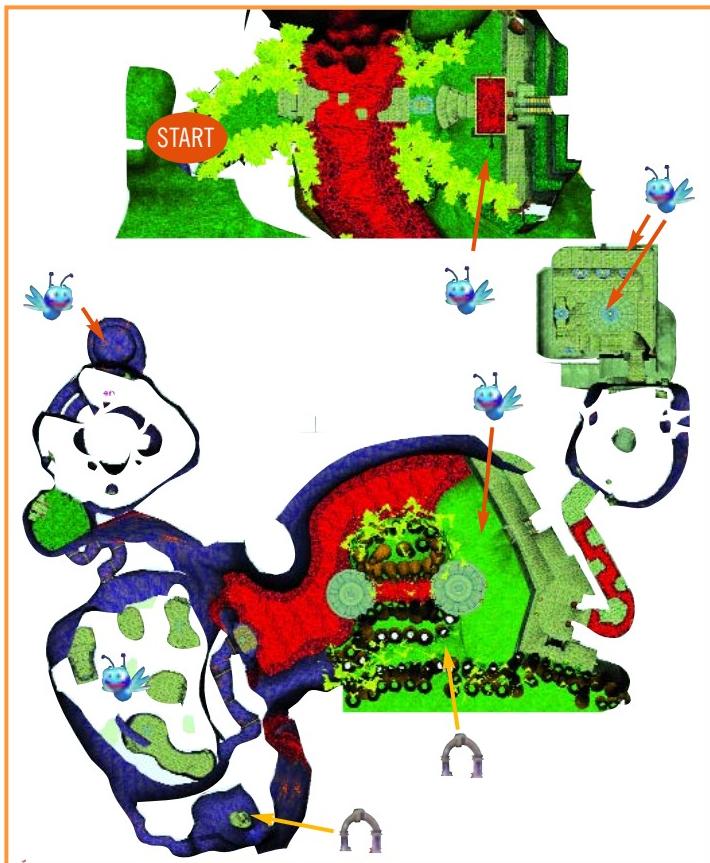


Please see the "Dragon Realms" chapter, then skip ahead to the "Eighth Dragon Realms Visit: After Thieves Den" section to find out what to do next. Well done!

## CHAPTER 13

### LEVEL 8

# JURASSIC JUNGLE



= Dragonfly   = Minigame Portal

= Dragon Realms Portal

Dr. Whisker's teleportation contraption brings you to the Jurassic Jungle, which is the eighth level of the game. In this level, you travel through a lava-filled jungle and explore ancient temples as you search for the 10 remaining Dragonflies. Complete this level, and you'll have found every Gem and Dragonfly in the entire game!



#### Area 1



The first area begins with a short, grassy pathway. Dr. Whiskers is standing nearby, so walk up to him and see what he has to say.



Dr. Whiskers tells you that the experimental Riptocs that the scientists were working on have escaped from their "inescapable" cages! He also says that there are two different types of experimental Riptocs: R-1000s and T-Rex 1000s. Dr. Whiskers begs you to seek and destroy all the Riptoc experiments before they ruin his research labs.



Collect the Gems from the two cages on either side of Dr. Whiskers, then begin down the grassy pathway. You encounter the first two rock-wielding Riptocs and a T-Rex 1000.



The rock-wielding Riptocs throw large rocks at you from a distance. You can defeat them with any form of attack. That's two rock-wielding Riptocs down, and nine more to go!



Next, you face a T-Rex 1000. These mechanical monstrosities fire a laser from their eye with deadly accuracy. They are invulnerable to any attack—except your Electric Breath! Always zap the T-Rex 1000s with your Electric Breath.



Collect Gems from this grassy area. Watch out for the electric fence. After you grab every Gem, head for the stone steps up ahead.

## CHAPTER 13: LEVEL 8: JURASSIC JUNGLE



The steps lead to a large bridge that spans a massive lake of lava. Huge chunks of the bridge are missing, and one piece of the bridge gives way if you walk onto it. Be careful as you quickly jump your way across the bridge.



Steps leading to an ancient-looking temple are on the other side of the bridge. Check out the grassy area to the left of the steps before climbing to the temple.



Here you find more Gems and a small white lizard crawling around. These lizards are the Fodder creatures for the Jurassic Jungle level, so attack it for Butterflies if necessary. Collect the Gems from here, then head to the grassy area on the other side of the steps.



There are more Gems to collect on this side, but the real find over here is the treasure chest located next to some tall grass. You don't have the Key for this chest yet, but remember where it is for future reference.



Proceed up the steps that lead to the ancient temple. A large vat of lava cuts you off from the temple's entrance, but there's a circular platform floating in the middle of it. Jump over to the platform and hover down onto it.



From this small platform, look to either side of the temple's entrance, and you see narrow ledges on each side of the doorway. Jump and glide over to the ledge on the left side.



A few Gems are on this side of the temple's doorway. Collect the Gems, then jump back over to the small platform floating in the vat of lava.



Now jump and glide over to the right side of the doorway. There's a bubble that forms on the lava's surface and then pops, shooting a ball of fire straight into the air. Make sure you avoid the ball of fire as you glide over to the ledge.



Proceed down the hallway of the ancient temple, collecting Gems as you go. After you round the first corner, you encounter a T-Rex 1000. Use your Electric Breath to destroy the enemy, then continue down the hallway.



Around the next corner, you come to a segment of the hallway that's covered in lava. Several small floating platforms create a makeshift bridge across the lava.



Jump onto the first small platform and make your way across the lava. Watch out for the fireballs shooting up between some of the platforms. Wherever you see the lava bubbling up is where the fireballs erupt.



The hallway continues for a short distance past the lava. At the end of the hallway, you see another mouse wearing a lab coat.



Talk to the mouse, Professor Copeland, and he tells you that he's noticed some strange drawings on the walls of the next room. He can't decipher the drawings, but he thinks they may be important. Professor Copeland also says that he's seen some large gems on the statues inside the next room that react to extreme heat. Sounds like there's a puzzle for you to solve up ahead, Spyro!



The next room is a massive chamber filled with Baskets, Vases, and Gems. Three more rock-wielding Riptocs and a T-Rex 1000 wait for you inside the chamber. There's a giant statue on the opposite side of the chamber, and five large statues with big gems (not the kind that you collect; those are called Gems!) are located around the walls of the chamber.



Attack the rock-wielding Riptocs and the T-Rex 1000. After you destroy the three rock-wielding Riptocs, you only have six more to find! Once the coast is clear, explore the lower portion of this chamber, collecting all of the Gems as you go.



A wide ladder on the left wall leads to a higher level of this chamber. Grab every Gem from the lower level of the room, then jump onto the ladder and climb.



The ladder takes you to the middle level of this chamber. Follow the ledge along the wall, grabbing the Gems along the way, until you come to another T-Rex 1000. Use your Electric Breath to destroy the enemy.



A green Dragonfly buzzes around up here. Switch to your Bubble Breath and catch Doompa, your first Dragonfly from this level!



Jump up the short steps ahead. At the top step, turn left and look at the giant statue. You see Gems on top of the statue's flat hands, head, and knees.



Jump and glide onto the statue's left hand. Look downward at the three small steps below. Walk down the steps and collect the Gems.



Jump back up the steps and onto the statue's left hand again. From there, jump and glide onto the statue's head. Look down at another set of three small steps leading up to the statue's right hand.



Ignore the steps for now. Jump and glide from the statue's head over to its right hand and pick up the Gem there. Now drop down onto the small steps and collect those Gems.



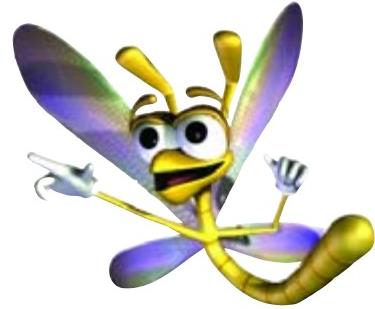
Drop down from the statue and land on one of its flat knees. Collect the Gem from there, then jump over to the other knee and grab that Gem, too.



Now head for the ladder again. Climb it, then look at the tops of the large statues nearby. Jump from here onto the tops of the first two statues, where Gems are found.



Jump onto the top of the nearest large statue and collect the Gem. Jump over to the next large statue and claim that Gem. Now jump back over to the ledge and follow it around the chamber toward the other large statues.



From this angle, it's an easy jump to the tops of these three large statues. Jump onto the first statue and grab the Gem.



The next statue has a Gem and a Key on top. Jump over to the statue to pick up the Key and add it to your inventory. Now jump onto the third statue, grab the Gem from the top of it, then drop to the floor.



Each of the large statues has a big gem inserted into it, which you can activate with your Flame Breath. However, there's a certain order in which you must activate the statue's gems.

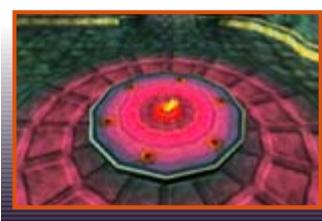


There are colorful drawings on some of the walls here. Each drawing shows a gem of a certain color and a number of symbols around the gem. The number of symbols around the gem indicates the order in which you must activate the statue's gems. The proper order is listed below:

1. Red
2. Green
3. Blue
4. Purple
5. Yellow



Dr. Whiskers said that the statue's gems reacted to extreme heat. Activate each gem with your Flame Breath in the order listed to solve this puzzle.



When you've activated all five gems, a cutscene shows a yellow Dragonfly inside the giant statue in the room's center. With the puzzle solved, the Dragonfly is moved onto the raised circular platform in front of the giant statue.



Now that the yellow Dragonfly is within your reach, switch to your Bubble Breath and capture it from the raised platform. Way to go; you've now caught Scarlet, your second Dragonfly from this level!



It's time to press on. Climb up the ladder and return to the top of the giant statue's right hand.



After you land on the giant statue's right hand, look left at the steps ahead. Jump onto the steps and climb up, collecting the Gems as you go.



The steps lead up to a short hallway. Zoe appears at the end of the hallway and saves your progress. The next area of the level stretches ahead.



A T-Rex 1000 guards the wooden bridge halfway across. Switch to your Electric Breath before you cross over to the T-Rex 1000, then zap him as you cross the bridge.



Enter the ancient temple on the other side. A short hallway broken by patches of lava leads onward.



Jump from one portion of the floor to the next to avoid the lava and fireballs as you head down the hallway. The hallway eventually takes you outside of the temple and into a wide-open area.

### Area 2



The second area begins with a rickety wooden bridge that spans an enormous pool of magma. Another temple entrance is visible on the opposite side of the bridge.



Exit the temple, turn right, and attack the two Baskets on the side of the temple for Gems. With those Gems collected, drop down from the temple onto the grass.



This grassy clearing holds many items of interest. Besides the usual Baskets, Vases, and Fodder, the first Minigame Portal is located in this clearing, as is a pair of blue glowing cones.



Charge around the clearing and smash open all the Baskets and Vases. Clear the grassy area of Gems, jump onto the ladder near the glowing cones, then climb onto the outer ledge of the ancient temple.



Smash open the Vases and collect the Gems from this ledge. Follow along the ledge until you find another ladder on the other side of the temple. For future reference, you must use this ladder to return to the top of the temple.



Next, drop onto the grass and charge over to the pair of blue glowing cones. Pass between the two cones to start a Lightning Challenge! Eight lightning rods appear all around the general area, and a timer bar appears on the right side of your screen.



Charge around to the first six lightning rods located in the grassy clearing and zap each one with your Electric Breath as you go. Activate these first six rods, then head for the ladder near the blue cones.



Jump onto the ladder and climb up onto the temple's ledge. Turn left and zap the lightning rod, then turn around and charge over to the final lightning rod on the other side of the ladder. Zap that rod to complete the Lightning Challenge!



For beating the Lightning Challenge within the time limit, you're rewarded with a Dragonfly. Nice job; you've now found Karen, your third Dragonfly from this level! Now head over to the Minigame Portal on the left side of the clearing.



Aim for the outside edge as you approach the second group of lava geysers. A narrow portion of the slide still exists on the right side; use this to clear the lava pit.

### LAVA SLIDE MINIGAME



Enter the Minigame Portal to play the Lava Slide minigame. Your only objective is to slide down to the bottom of the active volcano, but there are many obstacles that you must avoid in order to accomplish this task.



A little bit farther on, you encounter more lava pits and eventually a waterfall of pure lava. Steer to the inside part of the track here in order to avoid the lava pits and the lava waterfall on the slide's right side.



Farther down the slide, you encounter a large boulder that rolls back and forth across the track. Dodge the boulder, then steer left to avoid the wall ahead. As you pass around the wall, the slide becomes extremely narrow, so be careful!



## CHAPTER 13: LEVEL 8: JURASSIC JUNGLE



To avoid the lava geysers on the sides, aim for the middle of the slide after it widens. You eventually enter a large lava-filled cavern. Several rectangular platforms create a makeshift bridge across the boiling lava. Jump to each platform as you travel through the cavern.



The track becomes extremely narrow, forcing you to slide down the center. The slide then breaks apart into several narrow strips, which you must jump across to avoid falling into the lava below. Jump from narrow strip to narrow strip until you reach the slide's last segment.



You must avoid a bevy of lava pits and geysers as you pick up speed. Then you enter the final tunnel of the slide, which has three large boulders rolling back and forth across it. Watch the boulders closely as you approach them to get their timing down, then weave your way past them and down to the bottom of the slide.



Professor Squeek is waiting for you at the bottom of the slide. Talk to him and he's so impressed with your sliding prowess that he gives you a Dragonfly as prize. Nice sliding, Spyro; you've now caught Saji!



After you return from the Portal, return to the ladder and make your way back up to the top of the temple. An old wooden bridge stretches above the clearing, leading to a large circular platform. Cross the bridge with caution; the boards are very unstable.



A T-Rex 1000 waits for you on the circular platform. Have your Electric Breath ready and zap the T-Rex 1000 when you're within range. Smash open the nearby Vases and collect the Gems from this circular platform before moving on.



Another wooden bridge on the opposite side of this circular platform leads over to a second large circular platform. This next bridge is in even worse shape than the last,

so jump and glide as much as possible as you make your way across it. Use extreme caution to avoid a nasty fall into the lava, but move quickly.



Another T-Rex 1000 waits for you on the second circular platform. Zap it with your Electric Breath before it can attack you, then collect the nearby Gems. A Butterfly Jar is on this platform; smash it for a Green Butterfly.



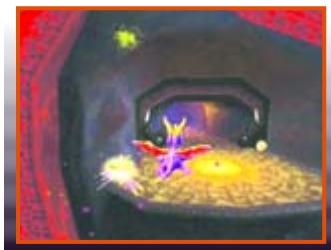
The distant ledge is too far away for you to glide straight over, and there's a huge, inescapable pit of lava below. The lava features two giant geysers, each of which is throwing a platform into the air.



Use the twin geysers to cross the lava pit and reach the ledge on the opposite side. Time your first jump onto the nearest geyser so that you jump just as the geyser is starting to raise its platform.



Land on the first geyser's platform, but don't hang around on it for long. The platform shakes and wobbles, so make a hasty jump onto the second geyser.



Glide onto the second geyser's platform, which is also extremely unsteady. Jump and glide off of the second platform and land on the ledge. Whew!



A tunnel stretches past the ledge. Halfway through the tunnel, you encounter a T-Rex 1000. Destroy the enemy with your Electric Breath and continue to the end of the tunnel.

### Area 3



The third area is an expansive cavern with several large platforms, many of which are

connected by rickety wooden bridges. Lava covers the floor of the cavern, but soon that won't be a problem.



Jump and glide onto the first large platform from the end of the tunnel. Smash open the Baskets and collect the Gems on this platform as you make your way across.



You encounter a rock-wielding Riptoc and a T-Rex 1000 on the other side of the platform. Use your Electric Breath to defeat both enemies, collect the rest of the Gems from this platform, and attack the nearby lizard for a Butterfly if necessary. Only five rock-wielding Riptocs left to destroy!



An old wooden bridge connects this platform to another, where the next rock-wielding Riptoc waits. Jump and glide over to the platform.



Attack the rock-wielding Riptoc as soon as you land on the platform. Collect the Gems, then jump and glide over the bridge to the next platform. Seven rock-wielding Riptocs down and four more to go!



There's a T-Rex 1000 guarding this platform. Give it a jolt with your Electric Breath when you land before it can attack. Collect the remaining nearby Gems, then jump and glide over the shaky wooden bridge to the next platform ahead.



The eighth rock-wielding Riptoc awaits you when you land. Destroy it, leaving only three more to find. Collect the Gems, then jump and glide over the shorter bridge to the next platform where a white mouse in a lab coat awaits you.



The mouse, Dr. Kogan, has had his lab equipment stolen by a bunch of R-1000s! He asks you to help get his equipment back for him; you can say yes or no. For the purposes of this walkthrough, help Dr. Kogan.



To get Dr. Kogan's lab equipment back, defeat the seven R-1000s scattered around on the lava. To do this, Dr. Kogan lets you use one of his devices, which allows you to safely run around on the lava for a limited amount of time.



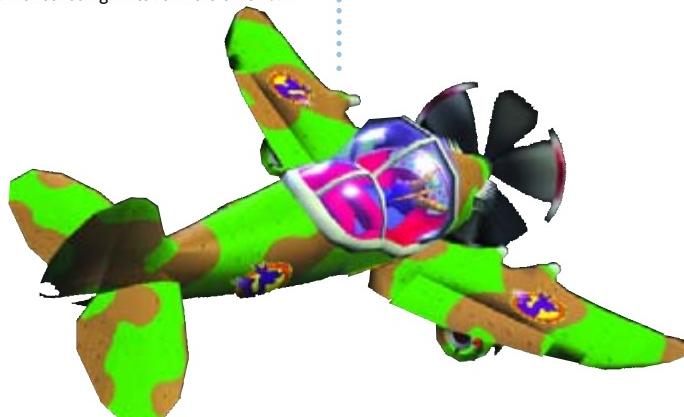
Head out onto the lava after you pass between the two yellow cones. You can see the first R-1000 directly ahead. Switch to your Ice Breath and charge over to the R-1000.



Dr. Whiskers said that the R-1000s may be vulnerable to extremely cold temperatures. He was correct; use your Ice Breath on the R-1000, and it freezes into a block of solid ice. Now charge into the frozen R-1000, and it smashes apart, leaving the first piece of Dr. Kogan's lab equipment behind.



Pass between the pair of yellow glowing cones located down the nearby steps, and a timer bar appears on your screen. As long as you have time remaining in the bar, you're protected from the lava. If you're about to run out of time, pass through this pair of cones again to refill the timer bar.





You should refill your timer bar before getting the last R-1000 at the end of a nearby tunnel. Return to the pair of yellow cones near Dr. Kogan and run between them again. Your timer bar is completely refilled.



Starting from the yellow cones, head out in a straight line to find the tunnel on the far wall. Enter the tunnel and proceed to its end, where it opens into a small cavern.



Freeze the seventh R-1000, then charge into it to destroy it. Pick up the final piece of lab equipment that it leaves behind, then check out this cavern.



The second Minigame Portal is located up the steps ahead. Collect the Gems from this small cavern, then enter the Portal to play the Tower minigame.

### TOWER MINIGAME



You must climb to the top of a tall tower that's loaded with obstacles and traps. Reach the top and you receive a Dragonfly for your efforts!



Three types of obstacles are in the tower. The first you encounter are big boulders, which drop down from the mouths of the tower's large stone faces. These boulders fall straight down and smash on any platform below.



The boulders fall at a set time and speed. Time your movements carefully as you cross between the falling boulders to avoid being knocked off of the tower.



The boulders can also hit you if you're standing on a platform and are close to the tower. If you're below a stone face that's dropping boulders at you, stand near the edge of the platform as far away from the tower as possible. This prevents you from being struck by the boulders as they smash down from above.



Next, you encounter darts as you climb up the tower. These are similar to the boulders because they are fired at you from above and can knock you off the tower.



The darts are fired from turrets positioned around the tower. The darts are always fired from five different turrets at a time. The dart turrets are lined up in two rows:

one row of three turrets and one row of two turrets. The turrets alternate back and forth as they fire.



Only the row of two turrets can hit you as you climb up the tower, because they're closer to the tower than the row of three turrets. Get close to the dart turrets and watch them fire. Wait until the row with only two dart turrets fires, then cross over past the darts as the row of three turrets fires.



The third obstacle is the giant spiders. These huge arachnids move in a pattern around the tower, but they don't chase after you. Watch how the spiders move, then weave your way between them as you climb upward.



You can destroy some of the spiders that move around near the tower's platforms. While standing on a platform, attack any nearby spider with your Flame Breath. This destroys the spider, making your climb easier.



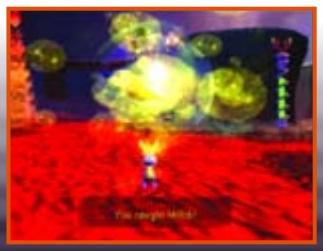
When you reach the top of the tower, you've completed the challenge! Your hard climb is duly rewarded with a Dragonfly. Great job; you've now caught Warren!



After you return from the Minigame Portal, pass between the pair of yellow cones located in this cavern, directly ahead of you. Whenever you see a yellow pair of glowing cones, pass through them to protect yourself from the scorching lava.



Make your way back through the tunnel and head for Dr. Kogan. Before you return the doctor's lab equipment, switch to your Bubble Breath and search the lava for a yellow Dragonfly that's buzzing around near the first pair of yellow cones.



When you see the yellow Dragonfly, chase after it and catch it with your Bubble Breath. Good work; you've now caught Mitch, your sixth Dragonfly from this level!



Now head up the nearby steps and talk to Dr. Kogan, who thanks you for returning his lab equipment. As a sign of gratitude, Dr. Kogan gives you a Dragonfly. Now you've found Jason, your seventh Dragonfly from this level!



After you get your Dragonfly from Dr. Kogan, face the rickety wooden bridge behind you. Jump and glide back across the bridge and land on the large platform ahead.



After you land on the platform, turn left and look at the tunnel entrance at the other end of another wobbly wooden bridge. Jump and glide over the bridge and into the tunnel on the other side.



Make your way through the short curving tunnel, collecting every Gem inside along the way. You exit the tunnel into a new area, where another white mouse in a lab coat needs your assistance.

## Area 4



The fourth area begins with a small patch of grass, which is filled with Gems, Vases, and Fodder. The rest of the area is filled with bubbling lava.



Smash the Vases and collect the Gems from the grassy area. Attack the nearby lizards for health-restoring Butterflies, then allow Zoe to save your progress.



Walk up to the nearby mouse, Dr. Snivels, and he tells you that a thief has stolen his biomolecular hologram projector. Dr. Snivels also says that he'll reward you graciously for retrieving the stolen item.



Pass through the pair of yellow glowing cones near Dr. Snivels to shield you from the boiling lava for a short time. Charge out onto the lava, and you see the last three rock-wielding Riptocs to your left.



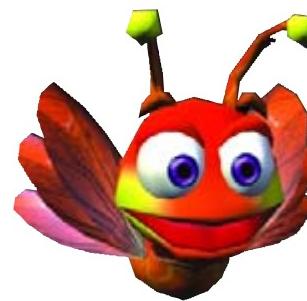
Charge into each Riptoc to destroy them all. That takes care of those evil Riptocs!



Now explore this large, lava-coated area, smashing open Baskets and collecting every Gem as you go. Smash the Butterfly Jar (on the right side of the area) to receive a Green Butterfly.



The thief is running around on the lava, trying to stay at least ten steps ahead of you at all times. This is a tough chase because the thief is fast, and you can only chase him when you have time remaining on your lava shield.





To make things easier, there is a pair of yellow cones on the opposite side of the lava from the grassy patch where you started. Another pair is on the lava, near the wall on the left side of the area. Pass through any pair of yellow cones to replenish your lava shield whenever your timer bar runs low.



Charge after the thief as fast as possible. The thief runs in a tight circle around the volcano in the center of the lava. Cut the corners as you chase him to catch up with the thief faster. The thief disappears after you catch him, but he leaves behind the item that he stole from Dr. Snivels.



Pick up the item and return to Dr. Snivels. He thanks you for retrieving his biomolecular hologram projector and gives you a Dragonfly as a reward. Way to go; you've now caught Bonky, your eighth Dragonfly from this level!



Now cross the lava and talk to the mouse inside the small cavern on the opposite side.



The mouse, Dr. Egghead, thanks you for defeating the 11 rock-wielding Riptocs and gives you a Dragonfly as a sign of his gratitude. Nice job, Spyro; you've now caught Wonky, your ninth Dragonfly from this level!



There's a big hole in this cavern's floor. A platform rises from inside the hole to act as an elevator. Collect the Gems from around the hole, then jump onto the platform and ride it down to the bottom.



The lower level of the cavern features several Baskets, a few Gems, and the Dragon Realms Portal. Smash open the Baskets and collect all the Gems from here, but don't enter the Dragon Realms Portal just yet. Instead, head down the nearby tunnel.



Proceed down the tunnel until you come to a solid brick wall. Suddenly, the wall parts as you approach! Pass through the newly created doorway, and you're back at the very beginning of the level.



The only thing left to do is make your way back to the locked chest that you saw earlier, which is on the right side of the first ancient temple that you entered in Area 1. Make your way back to the temple and walk up to the chest.



Spyro automatically opens the chest with the Key that you found earlier. A Dragonfly pops out of the chest, and you catch it in a Bubble. That's Jean Marc, the last Dragonfly in this level. Now you've found all 90 Dragonflies in the game. Way to go, Spyro!



With every Gem and Dragonfly collected from the Jurassic Jungle Level, return to the Dragon Realms. Backtrack to the Dragon Realms Portal, which is located near the beginning of the level, or select Exit Level from the Pause menu.



At this point, turn back to the "Walkthrough: Dragon Realms" chapter. Skip ahead to the "Ninth Dragon Realms Visit: After Jurassic Jungle" section to find out what to do next. Well done!

## CHAPTER 14

 FINAL BOSS:  
SHOWDOWN WITH RIPTO


The Portal inside the stone circle in the Dragon Realms takes you to the boss fight against Spyro's nemesis, the evil wizard Ripto. Use your sharp reflexes and nerves of steel to defeat Ripto, who's in a foul mood now that you've recovered all of the Dragonflies he had planned to steal!

**Round One**


You have a short conversation with Ripto when you enter the final boss arena. Ripto then casts a spell and brings up a wall of ice to protect himself. Once Ripto's ice wall materializes, he charges over to a far end of the arena and begins to attack.



Ripto's ice barrier isn't just for defense; he uses it to attack you. First, Ripto attacks by

shooting three single blocks of ice, which have limited homing capabilities. After the three ice blocks, Ripto switches to his second form of attack, three wide waves of ice blocks.



The single ice blocks are tough to avoid because they can home in on your position. When one of these ice blocks comes at you, charge to one side to dodge the attack. Continue charging until you hear the other two ice blocks smash behind you, then move in for an attack of your own.



The waves of ice are easy to dodge because they are always close to the ground. Simply jump over each wave of ice blocks, then charge Ripto and attack him with your Flame Breath.



Because Ripto's magical barrier is made of ice, use your Flame Breath when you attack. Quickly charge up to Ripto and melt down his ice wall with your Flame Breath as soon as you're within range.



As you become more comfortable with the size of the arena and Ripto's movements, you'll soon be able to charge up to Ripto and attack him consistently. If you're really fast, you can defeat Ripto before he even has a chance to attack!



Ripto's ice barrier becomes increasingly thinner with each blast of your powerful Flame Breath. Eventually, the ice barrier disappears altogether, leaving Ripto wide open. Attack Ripto while his ice barrier is down to defeat him.



Depending on how much of the game you've completed, Ripto's second transformation may or may not take place next. You get to fight Round Two with Ripto only if you've completed at least 85 percent of the game. If you haven't completed enough of the game, then the credits roll and your game ends here. Check your Atlas to see how much of the game you've completed, and see the "Secret" chapter for the Gem Finder secret to find those last few Gems that you may have missed from a level.

**Round 2**


Ripto's not finished yet. He quickly casts a second spell, which causes him to double in size. Ripto's spell also brings up another protective barrier, but this time it's made of fire. Ripto's planning on giving a certain purple dragon a little taste of his own medicine!



Ripto moves to a far end of the arena and begins to attack. Ripto's fire-based attack patterns are exactly the same as his ice block attacks. He starts off shooting three single balls of fire at you, then sends out three waves of fireballs that travel low to the ground. Dodge these attacks in the same fashion as you did with the ice-based attacks from Round One.



You can't fight fire with fire, so use your Ice Breath and chase Ripto around the arena. When you get close enough, attack with your Ice Breath to wear down Ripto's fire barrier.



This is essentially the same fight as Round One, so keep up the pressure until Ripto's fire barrier is destroyed. If you're badly injured, a Fodder creature runs around the arena (check along the edges). With Ripto's fire barrier down, he's wide open for another painful attack. Rush in and chill him out with your Ice Breath.

### NOTE

Depending on whether or not you found every Gem and Dragonfly in the game, Ripto's final transformation may or may not take place next. You get to fight Round Three with Ripto only if you've completed 100 percent of the game. If you haven't quite collected every Gem and Dragonfly, then the credits roll and your game ends. Check your Atlas to see how much of the game you've completed, and see the "Secret" chapter for the Gem Finder secret to find those last few Gems that you may have missed from a level.

## Round 3



Now you've really done it: Ripto becomes so angry that he pulls out all the stops. His third spell changes him into an enormous monster, and although his looks have improved, his attitude hasn't.



Believe it or not, this is probably the easiest of the three battles with Ripto. While in his giant monster form, Ripto is slow and sluggish, but he's also invulnerable to all your attacks. You must wait for Ripto to make a mistake before you can strike.



Ripto has two types of attacks in his third form. He starts off by slamming his scepter onto the ground, which sends out a broad wave of energy in all directions. You must jump over this attack to dodge it, because there's no safe place to stand on the arena.



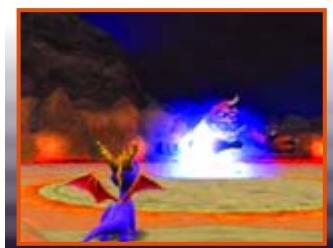
Ripto's second attack consists of three bolts of energy that he fires from the end of his scepter. These energy bolts are very similar to the single fireballs or ice blocks he used against you before. Charge to one side until you hear all three energy bolts explode behind you.



You're on the defensive during this battle, so keep your distance from Ripto at all times. Dodge Ripto's two forms of attacks until you see his scepter become stuck to the ground. This has a random chance at happening whenever Ripto smashes the ground with his scepter.



The top of Ripto's scepter is his weakness; it's vulnerable to your Electric Breath! While Ripto's scepter is stuck to the ground, his guard is completely down. Charge up to him and zap his scepter with your Electric Breath. Then charge off a short distance and dodge his attacks again.



After you zap Ripto's scepter a few times, he's had enough. Ripto's powerful spell fades, and he returns to his short, angry little self again. After a parting speech, Ripto jumps into a Portal and flees. Well done!

## The End



With Ripto gone for good (or for now, at least) and with all of the Dragonflies safely returned to the "Year of the Dragon" festival, the joyous event may continue at last. Relax and enjoy!





## CHAPTER 15

## EXTRAS

**Dragonfly Checklist**

Here are the names of every Dragonfly in the game. Whenever you catch a Dragonfly, you can mark off each one as you find them! Use this to help you keep track of the Dragonflies as you collect each one.

**DRAGON REALMS**

Dragonfly	<input type="checkbox"/>
Toons	<input type="checkbox"/>
Bubbles	<input type="checkbox"/>
Jeet	<input type="checkbox"/>
Kenichi	<input type="checkbox"/>
Alex	<input type="checkbox"/>
Amie	<input type="checkbox"/>
Fluffy	<input type="checkbox"/>
Masa	<input type="checkbox"/>
Howie	<input type="checkbox"/>
Sandra	<input type="checkbox"/>

**CLOUD 9**

Dragonfly	<input type="checkbox"/>
Savino	<input type="checkbox"/>
Silvia	<input type="checkbox"/>
Iceboy	<input type="checkbox"/>
Takehiro	<input type="checkbox"/>
Rick	<input type="checkbox"/>
Goose	<input type="checkbox"/>
Margaret	<input type="checkbox"/>
Tashistation (MG)	<input type="checkbox"/>
Grayson (MG)	<input type="checkbox"/>
Tweedle (MG)	<input type="checkbox"/>



The Dragonflies that you capture from each level's minigames are found at the bottom of each table, and are indicated by (MG) after the Dragonfly's name.

**DRAGONFLY DOJO**

Dragonfly	<input type="checkbox"/>
Steffi	<input type="checkbox"/>
Shellac	<input type="checkbox"/>
Dawn	<input type="checkbox"/>
Cinder	<input type="checkbox"/>
Cloudy	<input type="checkbox"/>
Moony	<input type="checkbox"/>
Roxie	<input type="checkbox"/>
Rashomon (MG)	<input type="checkbox"/>
Yojimbo (MG)	<input type="checkbox"/>
Cub (MG)	<input type="checkbox"/>

**CROP CIRCLE COUNTRY**

<b>Dragonfly</b>	<input type="checkbox"/>
Akira	<input type="checkbox"/>
Mitnick	<input type="checkbox"/>
Laurent	<input type="checkbox"/>
Tetsu	<input type="checkbox"/>
Fiona	<input type="checkbox"/>
Cedric	<input type="checkbox"/>
Flavie	<input type="checkbox"/>
Rickshaw (MG)	<input type="checkbox"/>
Jingles (MG)	<input type="checkbox"/>
Jdubs (MG)	<input type="checkbox"/>

**HONEY MARSH**

<b>Dragonfly</b>	<input type="checkbox"/>
Duckweed	<input type="checkbox"/>
Suzuki	<input type="checkbox"/>
Russell	<input type="checkbox"/>
Zwan	<input type="checkbox"/>
Lily	<input type="checkbox"/>
Gori	<input type="checkbox"/>
Tim	<input type="checkbox"/>
Taka	<input type="checkbox"/>
Pliskin (MG)	<input type="checkbox"/>
Clubtail (MG)	<input type="checkbox"/>

**LUAU ISLAND**

<b>Dragonfly</b>	<input type="checkbox"/>
Gary	<input type="checkbox"/>
Homer	<input type="checkbox"/>
Socrates	<input type="checkbox"/>
Daisy	<input type="checkbox"/>
Dill	<input type="checkbox"/>
Scuttlebutt	<input type="checkbox"/>
Plato	<input type="checkbox"/>
Krishnamurti (MG)	<input type="checkbox"/>
Terral (MG)	<input type="checkbox"/>
Maverick (MG)	<input type="checkbox"/>



**MONKEY MONASTERY**

Dragonfly	<input type="checkbox"/>
Foamy	<input type="checkbox"/>
Holly	<input type="checkbox"/>
Gaku	<input type="checkbox"/>
Young	<input type="checkbox"/>
Jewelwing	<input type="checkbox"/>
Damsel	<input type="checkbox"/>
Shadow	<input type="checkbox"/>
Griffin (MG)	<input type="checkbox"/>
Cueburt (MG)	<input type="checkbox"/>
Dancer (MG)	<input type="checkbox"/>

**JURASSIC JUNGLE**

Dragonfly	<input type="checkbox"/>
Doompa	<input type="checkbox"/>
Scarlet	<input type="checkbox"/>
Karen	<input type="checkbox"/>
Mitch	<input type="checkbox"/>
Shin	<input type="checkbox"/>
Bonky	<input type="checkbox"/>
Wonky	<input type="checkbox"/>
Jean Marc	<input type="checkbox"/>
Saji (MG)	<input type="checkbox"/>
Warren (MG)	<input type="checkbox"/>

**THIEVES DEN**

Dragonfly	<input type="checkbox"/>
Charlotte	<input type="checkbox"/>
Jordan	<input type="checkbox"/>
Martin	<input type="checkbox"/>
Marta	<input type="checkbox"/>
Micky	<input type="checkbox"/>
Atsumi	<input type="checkbox"/>
Racket	<input type="checkbox"/>
Morpheus (MG)	<input type="checkbox"/>
Coppertop (MG)	<input type="checkbox"/>
Neo (MG)	<input type="checkbox"/>





### Gem Finder Secret



There's a quick and easy way to locate those last few Gems in a level. After you beat Ripto in the final boss fight, use a secret trick to help locate Gems. Press on both Analog Sticks until they click, and Sparx points in the direction of the nearest Gem!



By using the extremely helpful Gem Finder secret, locating hidden Gems is a breeze! Sparx guides you toward each Gem until you've found every one in the level. Leave no Gem behind, Spyro!

